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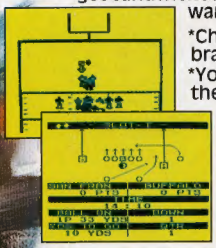


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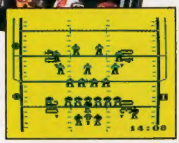
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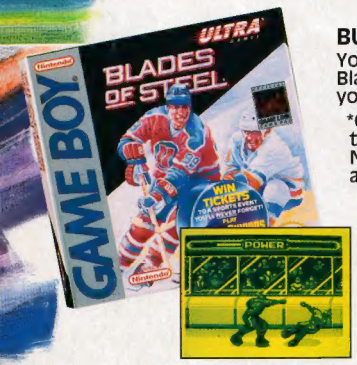
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CIRCLE #146 ON READER SERVICE CARD.

JANUARY, 1992 • VOLUME 5 • NUMBER 1 • ISSUE 30

ELECTRONIC GAMING MONTHLY

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FEATURES

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Behind the Screens at Absolute Entertainment

Go behind the screens with one of America's leading development houses. Their programming skills date back to the Atari 2600 days! Find out how the staff of Absolute has evolved and took on new challenges as the game systems became more sophisticated.

108
Street Fighter 2 Strategies and Tips - Part Two

EGM blasts you into the arcades for the straight scoop on how to totally destroy one of the most awesome coin-ops ever made: Street Fighter 2!

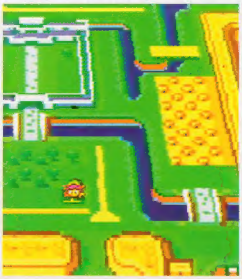
In the last of two parts, EGM pros show you how to master the incredible array of punches, kicks and magic used to defeat a seemingly endless stream of opponents. Learn all the special techniques you need to annihilate the competition!



Master the awesome Ryu vs Ryu trick and much much more in Street Fighter 2 with EGM's first arcade mega-strategy guide!

138
Star Trek 6: The Undiscovered Country

Go behind the screens and find out all the details on the making of the movie. Then check out Konami's latest Nintendo and GameBoy cartridges, both of which are Star Trek games! It's a super special section completely devoted to the crew of the Enterprise and their 25th anniversary! It's the crew's last Star Trek movie so don't miss this special tribute!





226
Super Play

Help Mega Man finish off Dr. Wiley, and clear the streets in our latest mega-map blow-outs! Discover how to be tough enough to eliminate the big, bad Bosses in Streets of Rage! The ultimate maps and strategy guides - only in EGM!

COVER:

Star Trek VI: The Undiscovered Country blasts off on it's final adventure. Also check out the great Star Trek NES and GameBoy softs!

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It's up to you to guide him there to keep your share when the Treasure Master™ vault opens with the Secret Password on April 11, 1992 12 PM EST. You and Scooter will have to be in top training to get there first because it won't be easy.

But all your practice and training won't be wasted because mastering the 5 tough treasure worlds will prepare you for the ultimate quest for fantasy prizes right at home!



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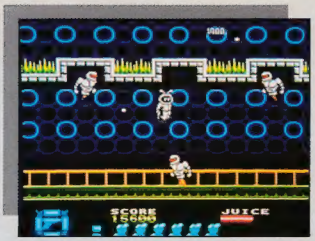
- Navigate treacherous depths in your personal submarine
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*See official Treasure Master™ Competition Rules for complete details.

- Competition period is from 12 noon EST until 12 midnight EST on April 11, 1992. Watch MTV™ from 12-1PM on April 11, 1992 or call 1-900-370-TREASURE any time during the competition period and discover the Secret Password. **Call will cost $.50 per minute. Children under 18 must ask their parents first. Average length of call is 3 minutes.**
- This competition is open to all US residents except in those states where the competition is taxed, prohibited or restricted by law including the states of Arizona, Louisiana, Montana and Vermont.
- Competitors should first check the availability of 900 exchange telephone service in their home locality prior to entering this competition.
- To be eligible we must receive your official Treasure Master™ registration card by midnight EST April 8, 1992.

For more information call

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EGM

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January, 1992

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DISTRIBUTED BY
WARNER PUBLISHING SERVICES, INC.

ABC AUDIT APPLIED FOR

Electronic Gaming Monthly is published 12 times a year by Sendai Publications, Inc. Electronic Gaming Monthly subscription rates for U.S.: $23.95, Canada and Mexico: $34.95, and all others by air mail only: $80.00. Single issue rates: $3.95. The editors and the publisher are not responsible for unsolicited materials.

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insert coin

THE ONLY CONSTANT IS CHANGE...

The only constant is change.

This adage rings particularly true in the video game industry where new technology and changing play themes dictate the difference between yesterday's has-beens and tomorrow's marvels.

We have been witness to some incredible changes in the last twelve months. Nintendo finally got around to releasing their 16-Bit Super NES, Sega scored big with Sonic the Hedgehog and NEC got "next generation" game play in an affordable package. These events don't even begin to touch on the countless number of video game carts that have appeared for all the above systems as well as the 8-Bit Nintendo and the family of portable machines now on the market. 1991 was indeed a staggering year in the world of electronic gaming.

Amazingly, as we gaze ahead to see what 1992 and 1993 have in store for gaming enthusiasts like you and me, the future just seems to get brighter. Super-charged CD-ROMs from NEC and Sega, compatible with existing game hardware as well as new formats from Sony and Phillips that take advantage of CD-I configurations promise limitless possibilities in interactive video discs. You can bet that cartridge-based systems will still get some heavy use, and we may even see some additional cart-only platforms like the Jaguar from Atari within the next twelve months.

Keeping up with the changes and introductions in the ever-expanding electronic entertainment field is no easy task - especially when you're privy to it all. But Electronic Gaming Monthly has increased its size to accommodate the latest additions to your favorite hobby so that adequate and accurate coverage can be given to all game formats. In the months to come you can look forward to even more sections devoted to higher-end gaming systems as we keep pace with the industries and enthusiasts this magazine is pledged to support.

Beginning with this issue and continuing through our March, 1992 edition, you're going to see many new changes to the familiar Electronic Gaming Monthly magazine you've been buying for the last three years. We'll be delivering more advance news from around the world, more previews of upcoming titles for American systems and continue to be the first with the hottest maps, tips and tricks available.

The most noticeable changes, however, will come in the way we present our leading edge information. Our game previews and reviews will be revamped beginning with our next issue to make them more informative as well as easier to read. Again, we're making these changes to insure that you're getting the very best video game magazine on the market in a package that is as interactive as it is useful.

Please let us know what you think about the changes we're instituting and feel free to send in your suggestions and comments on how we can make EGM even better for you. After all, our end goal is to create a publication that we can all call our own.

Steve Harris
Publisher, Editor-In-Chief

A Double Dragon Explosion! For your NES™ and Game Boy®.

The intense street fighting action of the Double Dragons now comes in 3 blockbuster games for your NES™ and Game Boy®!

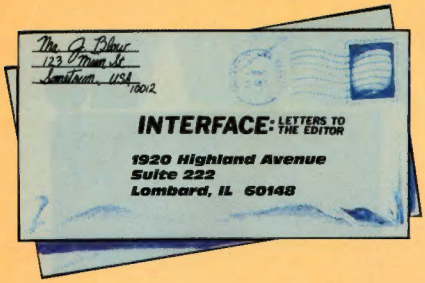
In the all-new Double Dragon II for Game Boy, Billy Lee has been framed for a crime he didn't commit. Battling side by side with his brother Jimmy, they must take on the lethal Scorpion gang to prove his innocence.

The Double Dragon martial arts legend continues to grow in Double Dragon II and Double Dragon III for your NES. Based on the arcade smash hits, these games deliver the most incredible street fighting moves and weapons available to video gamers... a true nonstop Double Dragon explosion!



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Alright, here's your chance to sound off! Send us your compliments, complaints, gripes and overall opinions! We love to get 'em! If the editor likes your letter enough he may even print it! Send all letters to: Interface:Letters to the Editor, Sendai Publications, 1920 Highland Avenue, Suite 222, Lombard, IL 60148. Due to the high volume of mail received we regret that individual letters can not be answered.

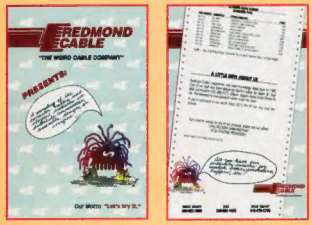
S-NES IN RGB

I noticed that there is a multi-pin port on the back of my Super Nintendo. where my audio/video cables plug in. Will there be other cables which will allow me to improve the game resolution? With so many pins there must be a way to connect it to an RGB monitor. Can you tell us how to upgrade from A/V to RGB?

Sam Poole
Seagraves, TX

I have just read in another magazine that I can hook up my Super NES to any computer monitor but I have to special order Japanese equipment through an importer. Can I do it myself? There are just so many pins though, I can't tell which to connect. My monitor is labeled as being the VGA type. Since you are the tech experts can you help me?

Ian Silver
Coral Springs, FL



Redmond Cable - THE source for RGB game system cables!

(Ed. After our article describing the benefits of Genesis on RGB back in the May/June issue of Mega Play, the reader response has been phenomenal! Be-cause of your strong interest we have made a lot of phone calls and came up with paydirt! Instead of trying to do it yourself, and it can be quite a project, there is a company which will make the cable up for you!

It is called Redmond Cable. They have two offices. To serve the east coast call (615) 478-5760. For the west coast call (206) 883-1430. We have tried their cables and can report they are first rate! Best of all, the cables won't cost you an arm and a leg. Expect to pay from $24 to $40. They have cables for almost any 'analog' RGB monitor and if they don't have one in stock they will make one up for you! Both they and we agree that the Commodore is the best and most popular monitor. So if you are starting from scratch, check out the Commodore 1084S.

Sorry Ian but you have been misinformed. What the other magazine failed to say is that there are several types of RGB computer monitors. Those which only have a 'digital RGB' input (VGA-type), like yours, will not work with a Genesis or S-NES as the game systems only output an 'analog RGB' signal. Trying to special order through an importer is not recommend as there are just too many different types of connectors on the U.S. monitors. And, as you can see by the Redmond Cable store which sells S-NES RGB cables, that the connections don't have to be made by Japanese equipment. For the real facts on new technology you can count on EGM.)

12 MEG S-NES CARTS?

I have watched the Genesis games go from 4 to 8 and now to 12 megabits with Accolade's Star Control. I have a Super-NES and all I see are 4 and 8 megabit games. Is Nintendo falling behind on the meg race or is it that the Super-NES with it's slow processor just unable to handle the extra memory? Also, when will we see new controllers with auto fire built in? They would sure help me get through some of the new shooters!

David Bollig
Salt Lake City, UT



Dragonquest 5 will be the first 12 megabit Super Famicom game!

(Ed. Hang in there Dave! Remember it took the Genesis programmers two years to get to 12 megabit. The S-NES programmers have been going at it for a much shorter time. There is good news though! Enix of Japan, makers of the legendary Dragonquest series (Dragon Warrior in the U.S.) have announced that the fifth in the series will be on the S-NES and that it will be 12 megabits! Enix of America hasn't announced if they will do a U.S. version yet.

It is just a matter of time before we start to see more controllers here in the U.S. While there are a few in Japan now, companies are waiting until there are enough S-NES systems in the homes to make it worth while to bring out a new controller.)

GREAT ARCADE COVERAGE

The ultimate magazine is now that much better. I especially must compliment you on your new feature, Leading Edge! Until now, your arcade coverage was average at best. Some of my favorite games are coin-op machines like Street Fighter 2. I really appreciate the new section. Keep up the great work.

Mathew Robinson
Clemmons, NC

(Ed. As you can see in this issue we are the only game mag. who can display the AAMA seal. That means you can expect to see a lot more great arcade coverage in the near future!)

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1 or 2 Player Action!
4 Different Characters!

Arise brave warriors, your skill is about to be tested! Baarogue the Destroyer has captured lovely princess Sarasa, and it is up to you to rescue her and defeat him.

Overwhelmed? Fear not, for this quest allows two brave souls to venture forth simultaneously via the TurboTap™!

Hurry, for Baarogue's power grows by the second and soon no one will be able to halt his advance!

The hit Taito arcade game is now available exclusively for the TurboGrafx™-16!

WORKING DESIGNS



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CIRCLE #209 ON READER SERVICE CARD.

SUPER GUN

I was at my favorite video game store when something caught my eye. On the counter there was a new Japanese system that boasted you can play actual arcade games in your own home and they had Street Fighter 2 set up. There is only one problem with this system and that is it costs $1,149. It said it was a 32 bit system. I was wondering if you could tell me more about this great system.

Paul Goff
Toronto, Ontario

(Ed. We've known about this system for some time but waited till we knew more about it. One of the popular



The Super Gun connects to an arcade board for play at home.

names for this system is Super Gun. Made in Taiwan, this system is basically an interface to an arcade game mother board. What you get for your money is a 'black box', a controller and a cable to connect the box to the arcade board. The reason the system costs so much is the fact that you are buying the arcade mother board. Street Fighter 2 is not cheap. That alone costs over $1,000.

From our experience, you certainly get the ultimate in game playing as you have the coin-op minus the cabinet and monitor. We, however, are very reluctant to endorse this product. It has come to our attention that some companies are selling illegal counterfeit 'rip-off' Street Fighter 2 mother boards as part of the the Super Gun package. For anybody who is thinking about buying the system, it is very easy to check if you are getting the real arcade board - the name Capcom is all over the chips and board. If the chips are unnamed, odds are the company is selling the rip-off board. Penalties are very severe for people dealing in counterfeit boards and for those who buy the product. As such, we can't endorse the Super Gun. It isn't a 32 bit game system either.)

SMS GAMES ON GAME GEAR

I've heard rumors that there is an adapter which fits on the back of the Game Gear that let's you play Master System games on it. Is this true? If it is, it would add at least 50 more titles. I for one, would like to know as many of the old Master System games are real cheap here in New York! Could you please look into this rumor?

Nick Kovach
Tulsa, OK

(Ed.We've heard that rumor too, and started calling around to see if we could get one. No problem! Called the



The Master Gear Convertor does what it says!

Master Gear Converter and made it Taiwan, this device clips into the GG cart slot and rests on the back of the GG. For extra strength, the converter also has a screw which tightens into the threaded hole on the back of the GG. Just slide your SMS cart into the converter and turn on the power! Best of all...it works! Granted some of the text is unreadable because it is so small on the GG screen but many of the old favorites like Alien Syndrome, Afterburner and Alex Kidd work fine. If you want to get one, Video Game Excitement is selling the converters for about $50. You can call them at (212) 222-5584.)

FIRST IS BEST!

After reading through your December issue I had to write to tell you that I was truly amazed. Not only was it the third month in a row when you completely devastated the competition on number of pages (I like to get my money's worth in a magazine), but your coverage of new games was exceptional. Hey, nobody else has even talked about Heavy Nova, Terminator, Trouble Shooter and Turtles 3, yet alone shown pages of pictures and storyline. But what really blew me away was the 4 pages on Street Fighter 2 (Where were the other 4 pages - you said there would be 8 pages)! How are you going to top this super issue?

Andrew Runnels
River Edge, NJ

(Ed. As you can see in this issue we have been able to round up a few carts which should really turn a few heads in 1992. Zelda 3; Contra 4: Alien Wars; Xardion; Raiden; Robinson Basketball; Winter Challenge; Gargoyle's Quest and Ballistix are but a few of the games which the companies let EGM take a pre-CES peek. And, to keep you busy reading for a while, for the fourth month in a row, we topped 200 pages! Finally, we didn't forget! The next four pages on Street Fighter 2 are in this issue!)

TOO MUCH SEGA...

I've been a fan of EGM since it's second issue. As I watched EGM grow, the contents got better and better. So, of course, I was excited to see issue 27 top 200 pages.

But as I paged through it I was disappointed to see that half of it was Sega. If I wanted to read an all Sega mag, I'd buy an all Sega mag. If you want to look on the bright side, it took EGM over two years to let a die-hard fan down.

P.S. Because you only print complements this probably won't make it in, but I wanted to tell you my thoughts.

John Gilbertson
Minnetonka, MN

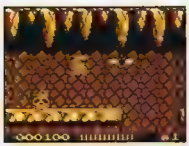
(Ed. Since you've been reading EGM for some time, you know we occasionally run special inserts. That issue it was Sega Force. The issue before, it was NEC. The issue after, it was Neo-Geo and Atari. While any one issue may have more coverage for one system because of inserts, over a period of months it all evens out! Look at it this way, rip out the Sega Force and throw it away. What is left is still equal to the size of the other mags that month!)

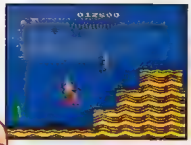
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CIRCLE #109 ON READER SERVICE CARD.



EGM AWARD TIME...

Thank you for finally telling everybody which is really the best system. I also liked the Gradius 3 slowdown award.

Jeremy Vantassell
Brampton, Ontario

I can't see why Super Mario World didn't win the best game of the year award. I mean 96 worlds! Come on EGM, I've been working on this game for several weeks now and I am only up to 73 worlds. When Sonic came out I beat the game on the second day I played it. Now which is the better value? With Mario I at least am getting my money's worth.

Josh Baxter
Macungie, PA

I just bought your 1992 Video game Buyer's Guide and had to write in about your awards. It seems that you don't like Nintendo (most lawsuits) and especially the Super Nintendo game system (best new system a year late and, best slowdown without a special controller). I have the Super Nintendo and I don't think it is a bad system, especially when the games use the Mode 7 feature.

Wilson Blake
Tempe, AZ

One of the reasons why I get EGM every month is that you have the guts to state an opinion. Your reviews rip games when they deserve it, and just last month, your awards state which game system is the best. No bull. None of the wimpy... it's too early to tell, or... hard to say, or... it's a draw. I have all three systems and I find myself playing the Genesis the most. Keep on telling it like it is.

Sam Ryan
Buffalo, NY

Without getting into a big debate as to which game system is the best, I have to compliment you on making and stating what you think is the best. You are the experts, and it's your job to know games. Players like myself look for expert opinions to help me make a decision. Very few people can afford to buy and support all three systems and everybody who is looking at the new systems can use all the help they can get as, in the end, they will walk out of the store with only one system. What irks me is the fact that none of the other magazines will state which game system, in their expert opinion, is the best. It's like a doctor saying that spot on your X-ray may or may not be cancer. One recently had us read through several pages only to find out that their conclusion calls it a draw between Super NES and Genesis. Get real! Thank you EGM for doing your job.

Harold Vaughn
Danville, CA

(Ed. It's always informative to read through the hundreds of letters that we get right after we publish our awards. Excluding those readers with obvious biases, the vast majority of the players like the fact that we have an opinion and that we are able to call a bad product bad.

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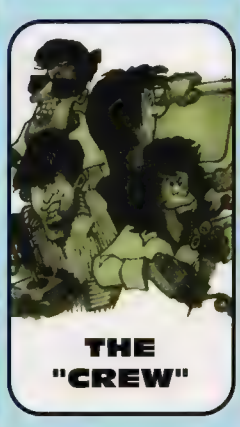
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CIRCLE #158 ON READER SERVICE CARD

REVIEW CREW



THE "CREW"

Super NES - Sunsoft
Lemmings
Type:Puzzle Release: Jan.
Levels: 125 Difficulty:Avg.



Sunsoft has translated Lemmings, originally on the computer format, for the Super Nintendo System. Take control of a wild group of brainless rodents as they make there way through an endless variety of environments. Have the lead lemming perform certain tasks to assure that the rest of the pack survive. A large selection of levels, multiple endings and a two player option make Lemmings a hit!

STEVE

Despite the fact that this game doesn't have great action or spectacular graphics, the puzzles that must be solved at the expense of the tiny Lemmings are appealing and unique. What looks like another boring game is really an inspired brain-twister that has hundreds of hours of life.

ED

I love a good puzzle game and Lemmings is one of the best! Besides having tons of challenging levels, the multiple difficulty settings offer even more to advanced players. The password eliminates conquering levels over and over and adds to the enjoyment. But the best is the two player option!

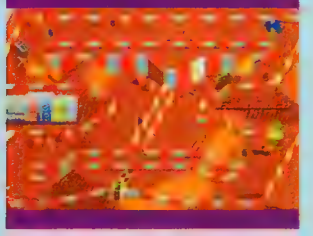
MARTIN

Lemmings is a cute game and it has a lot of original ways to kill off the little guys, but the game is just not for me. The music is cool but can get kind of annoying after awhile. The game play is quick if you don't mind the typical Super NES slowdown feature. Fun the first time you play it.

SUSHI-X

Make way for one of the best computer to video game translations ever! While Lemmings suffers the trademark slow-down of the Super NES, you will quickly fall in love with the cute, little Lemmings. The graphics and music are superb and the challenge is out of this world!

Super NES - Tradewest
Super Off Road
Type:Driving Release: Jan.
Levels: 16 Difficulty:Avg.



Get ready for some serious Super Off Road action at home. Tradewest has faithfully reproduced the popular arcade version for Super Nintendo players. Take on a large variety of tracks as you race against three other opponents. Hop up your truck with the money you earn through racing and finishing in the top three. An excellent home version with smooth graphics and a superb soundtrack too!

Although this game has the look and fell of the arcade hit down pretty good, there really isn't a lot of diversity in the action, ultimately slowing down the long-term enjoyment of the game. The music is incredible, though, and fans of the arcade version should have a great time.

Super Off Road in the arcade was OK but the cars were small. The S-NES version is a good conversion but the cars are still small.The player control of the car is very good and keeps a player going even if most of the tracks are basically the same. Unbelievable music!

Super Off Road has the coolest music of any S-NES game. The graphics are detailed, but are small. The game play is OK and fast paced. The game is very intense and you'll find that winning the race can be a lost cause. Again the music really rocks with awesome digitized 5ths.

Surprisingly enough, Super Off Road is an excellent translation of the smash hit coin-op! Slow-down isn't an apparent problem here, and the graphics are crisp. The new tracks offer a better challenge for experienced players. Sadly, it's nearly impossible to finish first.

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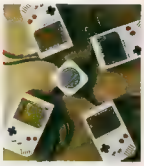
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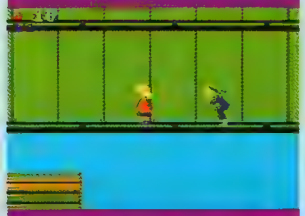
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CIRCLE #124 ON READER SERVICE CARD.

Nintendo - Acclaim

Bart vs. the World

Type: Action Release: Jan.
Levels: 6 Difficulty:Hard



Bart is back and this time he's travelling the world! Bart has won the Springfield art contest and now he gets to go on a Krusty the Clown treasure hunt. The contest was judged by Mr. Burns and he wants to wipe the Simpson's off the face of the Earth. Bart must journey to six different lands and collect Krusty artifacts from each country. Bart vs. the World should please all fans of the original Bart Simpson game!

While the qualities of the original Simpson's game were questionable, this game is put together poorly. You travel the world working out a variety of simple puzzles in scrolling action sequences that feature haphazard interaction and only minor challenge. Could have been much better.

The first game had some very good spots where you had to think about how to proceed. This version is more of a straight action game, and may appeal to some, but the majority of players will blow through this quickly. Too easy of a game and at best only average.

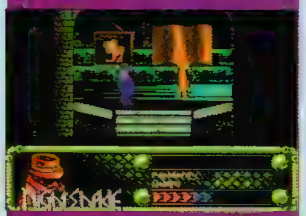
The first Simpson's game wasn't that great and I expected some improvement from the second one. As you can tell I was let down. The graphics are choppy, the music is substandard and the play control is frustrating like the first. The only reason this one will sell is the name.

Bart vs the World is a disappointing new adventure for the ultimate brat, Bart Simpson! The idea is great, and the cinema displays help, but the actual game play and music are horrible! I think the 8 bit NES is capable of far better than this! Only small children will like this cart.

Nintendo - Ultra Games

Nightshade

Type:RPG Release: Jan.
Levels: NA Difficulty:Hard



Metro City was a quiet place for everyone until the crime lords moved in. The police couldn't even help. Crime filled the streets and things got out of hand. However, there is hope as a mysterious person named Nightshade moved in. Now Nightshade must stop Sutekh from filling Metro City with crime. Ultra's new RPG will challenge players with it's unique blend of action and role play.

Another Konami/Ultra original that melds the top quality action games that the companies are known for with a new storyline and a unique approach. It's pretty standard stuff here, but the graphics, sound and game play are all incorporated into a cart that is, above all, fun to play!

Now this game has style! It's a quest game that involves a fair amount of thinking. Lots of things to do, examine and use. A well rounded quest that has spots of brilliance and some of the solutions are downright devious. Not a game for the-shoot-anything-that-moves crowd.

This game has a few cool ideas and an original type of game play that make it interesting. The control is poor and the graphics are only average for this type of game. The quest is kind of fun but only the first time around. They should of saved this one for the SNES.

Nightshade is a wonderful idea that should have been made on the Genesis or Super NES. The high-res graphics required for Nightshade just isn't possible on the 8 bit machine. The control could use a little more work, and the quest isn't very long either. Nightshade is average.

Nintendo - Lucasfilm

Defenders of Dynatron City

Type:Action Release:Feb.
Levels: NA Difficulty:Avg.



Dynatron City is under siege from Dr. Mayhem, and it's up to the Defenders to save the city. Choose Jet Headstrong, Radium Dog, or Ms. Megawatt as your leader then get Toolbox, Monkey Kid, and Buzzsaw Girl as your other characters. There are different missions to accomplish before fighting Dr. Mayhem. If crime fighting is your interest, then check out Defenders of Dynatron City.

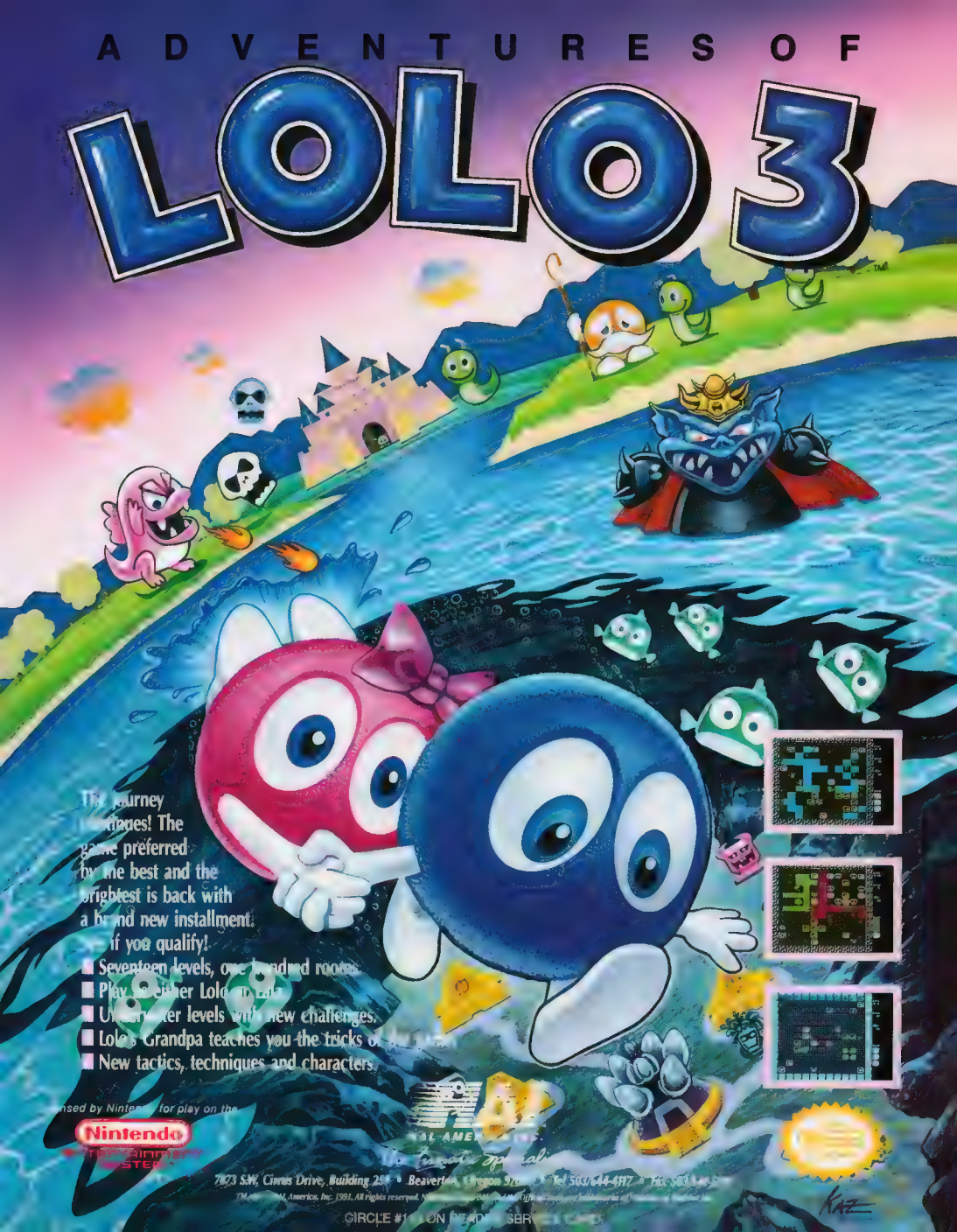
This game does possess many of the features you'll find in the best action games but the execution and overall composition of the title come up short. What you're left with is a very average cart that does very little to break the molds of previous titles within this genre.

Unfortunately this cart just never gets off the starting blocks. It doesn't have any unique features and is just another action game. Perhaps it will appeal to the very young or those who are into Saturday morning cartoons but I, for one, just wasn't impressed.

If this cart were released 3 years ago it would of been considered substandard. The game play reminds me of Heroes of the Lance and the graphics are definitely below average. The game just doesn't have any cool features unless you like being a hammerhead.

Defenders of Dynatron City should go back to the drawing boards! This game is truly bad in all respects. The graphics are substandard, the music is shoddy, and the game play is non-existent. If you want a taste of the what a game should be, Defenders of Dynatron City is it!

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CIRCLE #[illegible] ON READER SERVICE CARD.

Nintendo - LJN
Roger Clemens MVP Baseball

Type:Sports Release: Jan.
Levels: NA Difficulty:Avg.



If you're looking for a new thrill in Nintendo baseball games, check out LJN's Roger Clemens MVP Baseball. Choose your division and team, then check out the pitching roster and starting line-up. When the ball is hit into the field, the view changes so it looks like your in center field. A truly cool effect! Roger Clemens even has a voice to call out the plays. Roger Clemens MVP Baseball will be here soon!

LJN needs to be given credit for putting some originality into this overdone game theme, but unfortunately many of the innovations that they've made, including multiple perspectives and various play angles do more to complicate rather than improve previous play concepts.

This is probably the most original NES baseball game to date. The multiple angles are well done but it will take some time to get used to them. The game knows baseball and plays one of the best versions to date. A very good version that isn't just a rehash of last years game.

This is a pretty cool baseball game for the NES. While it is extremely difficult to make a good baseball game for any system this one is pretty good. The different perspectives are cool but make the game play somewhat confusing. To me this is just another average baseball game.

Roger Clemens' MVP Baseball has a unique perspective change, but you will quickly become confused and tired. At times you won't know which base you're throwing to. The fielding is cool once you get the hang of it, but that doesn't make up for it's shortcomings.

Genesis - Electronic Arts
John Madden '92

Type: Sports Release: Dec.
Levels: NA Difficulty:Avg.



John Madden is back for his second round of football fun! In John Madden '92, the same great play control is here, as are the superb graphics and animation. With many different play choices to use, you can pull many of the tricks in the original John Madden. An instant replay screen shows the last play made. You can also watch the play from many different camera angles! Football fans, watch for this one!

The original Madden football game still ranks as one of the top games I've ever played and Madden '92 takes the game play of the original to even greater heights. The opponents are now more difficult, players can be hurt and digitized crowds cheer you on! Absolutely excellent!

EA knows sports! The first Madden was perfect and this version improves on it. There's nothing better on the market for any format! Nuff said!

Go away Joey. Madden does it two years in a row. This is the best football game available for any system. It has great graphics and sound effects and the best play control around. Add in an instant reply and you got the best of the best. More of what football fans want.

Hail, Madden! Madden '92 destroys the competition once more with a football title light-years ahead of its predecessor! The plays are better, the players smarter! Let's not forget that Instant Replay! I can't wait for Madden '93 or maybe a Madden Classic with players from the past.

Genesis - Sega
Joe Montana 2

Type:Sports Release: Now
Levels: NA Difficulty:Avg.



Go back for the pass and turn up the volume on your T.V. Joe Montana 2 is here and this game is really talking up a storm. Listen to the announcer as he calls the play-by-plays with real speech! There's even a halftime "talk" show. Joe Montana also has a zooming feature that closes in on the player with the ball. This changes the looks of the game and makes it more realistic. Joe Montana 2 is on it's way!

Although this game is sure to amaze you with it's vocal play-by-plays, this unique gimmick wears thin quickly. With the voice gone, you're left with a football game that features two viewpoints for no good reason and game play that pales in comparison to the graphics.

It's hard to out-Madden Madden without looking like a clone. Sega gets credit though, for coming out with a much, much better version of Montana. The voice is great as is the zoom feature. The game plays better than every other football game... except one. Perhaps Joe on CD?

The graphics have been improved from the last Montana and even the game play is better. The voices are a cool enhancement but get a bit repetitive after 5 minutes of play. If you turn the voices off it's nothing more than an average playing, average looking football cart.

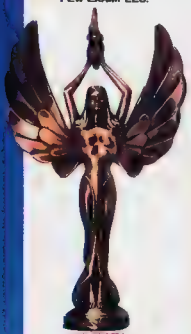
Joe Montana 2's only plus is the play-by-play announcing feature. I wouldn't be surprised to see it in more sports games in the future. Unfortunately, even though Montana 2 is better than the first game, it's not even close to Madden '92. There's always next year, Joe!

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DISPLAY	THERE IS OPTION OF ON-SCREEN DISPLAY OF WHICH ULTRA PLAYS YOU CAN USE.
ULTRA PLAYS	30 DIFFERENT ULTRA PLAY ABILITIES.
ERRORS	THERE IS AN OPTION OF WHETHER OR NOT TO HAVE ERRORS DURING PLAYS.





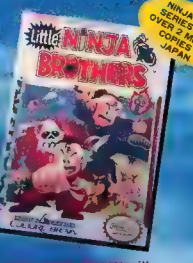
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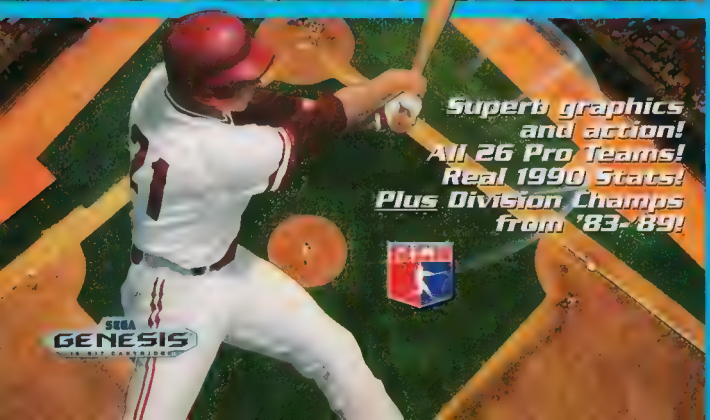




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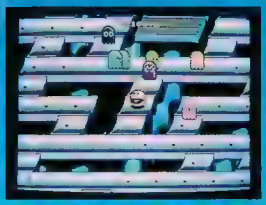
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CIRCLE #142 ON READER SERVICE CARD.

Genesis - Electronic Arts
F-22 Interceptor

Type:Simul. Release: Now
Levels: 7 Difficulty:Hard



Crank up those afterburners and launch some missiles because F-22 Interceptor is making it's debut on the Genesis. A first person perspective cockpit display and animated sequences between missions put this cart in a league all it's own! Choose from several different missions and seek out the enemy. Try the Iraq scenario and save our troops! F-22 is on its way from Electronic Arts!

This game is not a high-speed shoot-out but instead it's one of the smoothest, most detailed flight simulators I've ever seen on a home game system. A variety of campaigns can be selected and you can even control real weapons, reminiscent of those used in the gulf war.

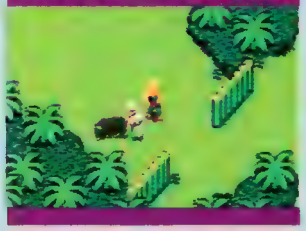
Now this game is good! Afterburner was cool but F-22 adds strategy. It's not easy but good simulations aren't meant to be finished off in a few hours. The alternate view is a nice feature but for the most part I found myself glued to the cockpit view. EA has another winner!

At first I didn't think there was much to F-22, but after I got into it I found a lot of cool features. The different camera angles are very cool, especially when you follow the missile to its target. The missions are long and the enemy explosions are awesome.

F22 isn't a spectacular flight simulator, but it is better than most. Few simulator come off very well on the Genesis, and that's really a mystery to everyone. The graphics are decent, and so is the control. Sadly, a flight simulator should be more than decent.

Genesis - Mentrix
Cal. 50

Type:Shooter Release: Dec.
Levels: NA Difficulty:Easy



Your fighter crashed into enemy territory twenty years ago. You attempted to escape the lush, jungle environment but were captured. Now, it's time for you to escape your captors and make your way to freedom. Bring your trusty machine gun and waste anyone who gets in your way! Cal. 50 has a large scrolling landscape and many enemies to shoot at as you make a break for your awaiting freedom!

I have to admit up front that I was never a big fan of the arcade original, but as a home game, Caliber .50 is even less impressive. Most of the action is in place, with some differences in the graphics, and it does offer a decent blast, but the play mechanics left me wanting more.

Cal. 50 is a good shooter. Lots of power-ups and there are always things to shoot at. It's graphics are well done and colorful and the game is easy to play. Unfortunately, it is too easy and good players will blow through it very quickly. Still it delivers good game play and decent action.

This cart just seems bland to me. The graphics are nothing special and neither is the music. There are a couple of cool power-ups but all in all there isn't much exciting here. If a rotary control were available for the Genesis it would of improved this cart greatly.

Cal .50 has some marvelous graphics like that of the cool coin-op, but to really play like the arcade classic, you need a rotating joystick. To compensate for this handicap, Cal .50 was made easier. In fact, so easy, anyone can finish it after one or two games! Ouch, that hurt!

Genesis -Electronic Arts
Robocod

Type:Action Release: Dec.
Levels: 14+ Difficulty:Avg.



Pond, James Pond, also known as Robocod, is on a mission of utmost urgency. Christmas will be ruined, and it's all because of a ruthless band of penguins who have decided to take Santa's toys from his workshop. Robocod must find the penguins and stop them from stealing more toys. Robocod features over 14 levels of action and plenty of challenge. James Pond II: Robocod is a hit!

In this sequel to James Pond, our underwater spy now has a number of enhanced features that improve upon the original game. It's still a seek and destroy mission as you take on fishy foes looking for target items to complete the levels. Not the greatest action game but far from the worst.

The original Pond was a little too cute. It's good to see that EA has added more to this sequel and made it acceptable for a broader audience. Great action, fantastic backgrounds, a wide variety of different levels and decent game play set this game head and fin above the rest.

I didn't like the first Pond adventure at all. The sequel is totally cool! I love the new techniques and the bosses are huge and silly. The best thing about it is the game play, it is really fun to play and the different level have plenty of variety. Can't wait for Pond 3.

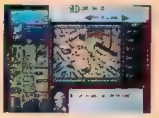
As the only reviewer who found some humor in the first James Pond adventure, I must say that Robocod is a definite improvement. Kids will love the high quality graphics and cartoonish tunes, and diehard gamers will have fun with the huge level bosses! Robocod is just fun.

Real World Adventure.

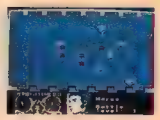
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- EGA Color
- Ad-Lib Sound Board Support
- Mouse Support



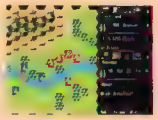
NES Version
- 5 Meg Cartridge
- 128K RAM
- Battery Back-Up
- Enhanced Microchip For Better Graphics And Game Play



High seas adventure and intrigue will guide you through this newest role-playing game from Koei. As a young Portuguese captain in 16th century Europe, you must rescue damsels in distress, accumulate massive amounts of wealth, and restore your family honor. As your sailing skill increases, others seek you out for more important and dangerous missions. Explore UNCHARTED WATERS, you'll discover a motley crew of thugs, villains and scallywags in some of the world's most exotic ports. Your greatest adventure will be to rescue the King's beautiful daughter. Scceed, and his Royal Highness will reward you handsomely!

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PC Version
- 640K
- EGA Color
- Ad-Lib Sound Board Support
- Mouse Support



NES Version
- 3 Meg Cartridge
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- Enhanced Microchip For Better Graphics And Game Play



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CIRCLE #166 ON READER SERVICE CARD.

GameBoy - Ultra
T.M.N.T. 2

Type: Action **Release:** Jan.
Levels: 5 **Difficulty:** Avg



Those heroes in a halfshell are back for their second adventure on the GameBoy. T.M.N.T. 2: Back from the Sewers continues the series with traditional Turtles action. Choose your turtle and head off to save April O'Neil from the clutches of Shredder. Make your way through the detailed landscapes and pick up some pizza power ups along the way. Watch out for Bebop and Rocksteady!

This game has great side-scrolling action, spectacular graphics, good sound and play mechanics that, while familiar, are executed with sterling quality. Cutoe the turtles against their mortal enemy, take on the Bosses under Shredder and collect pizza power along the way. Cowabunga!

There's one basic law to sequels. In order to be a hit, the sequel should be better than the original. In the turtle's case the sequel just doesn't have the challenge and excitement found in the first - kind of like the 2 turtle movies. It is better than average cart but not a great cart.

Cowajunka! If I were a turtle I'd be hiding in my shell right now. The graphics and animation are cheesy and the game play is a big step down from the first Turtles GB cart. The music and sound effects are very good, but cool tunes do not make a good game. Sorry Splinter.

Game Boy games are bad enough thanks to the terrible graphics limitations, but why make a game that exploits this crippling facet of the big N's portable machine? TMNT 2 is a farce through and through, and I wouldn't recommend it for anything. Nothing excites me here.

GameBoy - Bullet Proof Soft.
Faceball 2000

Type: Action **Release:** Jan.
Levels: NA **Difficulty:** Hard



Have you ever had enough of those silly smiley faces? Well, now you can blow them away with Bullet-Proof Software's Faceball 2000! Choose one of four different shaped smiley faces and set off to attack your foes. Cyberscape and Arena are the two different modes of play. In Arena, the smiley faces shoot back. An awesome soundtrack and smooth graphics compliment this new cart. Have a nice day!!

Personally I find the whole concept behind this game to be rather boring. Winding your way through mazes to blast down happy faces isn't exactly my idea of a great time, although in the multi-player mode, where the other faces are your friends, the game gets better. It's original at least!

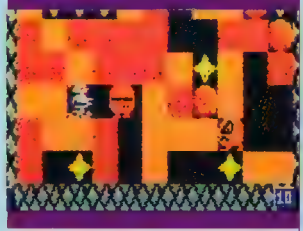
Spectacular! Get three friends together and have a blast. Even though I like puzzle games I have to say that as a one player game - forget it! You're just a rat in a first person perspective maze. But, as a multi-player game, there is no equal! One of the best party games made!

This is a totally unique game. If you're having a stressful day at work or school why not blow away a few smiley faces. Not much in terms of game play but it is kind of fun to blow away three of your friends. This is the kind of game that the GameBoy is made for.

For those of us who enjoyed games of Cops and Robbers or Cowboys and Indians, Faceball 2000 is here! Up to four people can play, so the challenge is ever-present! The graphics are perfect for this type of game, and the control is excellent. This is **the** electronic paint ball war!

Lynx - Atari
Crystal Mines 2

Type: Action **Release:** Jan.
Levels: NA **Difficulty:** Avg



Mining for crystals has never been like this! Crystal Mines for the Atari Lynx is a puzzle/strategy game involving a speedy robot and creatures. The object is to grab as many crystals as you can, but watch out for the creatures who are out to stop you! Bash through the dirt and drop boulders on the creatures to score more points. If you want strategy and action in one cart, try Crystal Mines for your Atari Lynx!

This game is more akin to Chip's Challenge than just about any other puzzler I've played. You must collect the various objects necessary on each level before exiting the round, all the while guiding your robot alter-ego around the hazards that exist. Will be a favorite of all puzzle nuts.

There's really nothing new or spectacular about this cart. Average graphics, average challenge and average game play. The original NES cart wasn't spectacular and the Lynx version does nothing to change my opinion of the game concept. The password keeps it from being boring.

This cart doesn't have any spectacular graphics or fantastic sounds but it does have some game play and lots of techniques. The puzzles remind me of Dig Dug and has an old arcade flair to it. The password feature is cool as well and help you finish its numerous levels.

Any Dig Dug or Mr. Do! fans out there? Well, if you want the perfect blend of these two classic titles, Crystal Mines 2 is the one! You'll enjoy hours of puzzle fun and utilize the password feature many times before you finish this game for the Lynx. A must for Lynx owners.

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Taunt them if you've got the guts. Move and jab, or go toe-to-toe and rearrange their faces with nose bloodying hooks, jaw shattering uppercuts, and rib-cracking body shots. Block punches or clinch to protect yourself. Between round closeups show each boxer's facial damage.

If exhibition matches aren't enough for you, fight an entire 15-year career. Crush these five formidable boxing greats and POW! you're a champion forever.



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CHAMPIONS
FOREVER

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Watch your head! Air assault!

André Panza
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CIRCLE #101 ON READER SERVICE CARD.

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The information below was supplied by each of the individual companies, and is current as of AUG 23, 1991.

NINTENDO

Addams Family
Ocean - Action

Attack of the Killer Tomatoes
THQ - Action

Big Nose
Camerica - Action

Blue Marlin
Hot B - Sports

Captain America & the Avengers
Data East - Action

Cowboy Kid
Romstar - Action

Die Hard
Activision - Action

F-15 Strike Eagle
Microprose - Simulation

Fighting Simulator World Champ
Culture Brain - Sports/Action

McKids
Virgin - Action

Megaman 4
Capcom - Action

Quatro Adventure 4 in 1
Camerica - Adventure

Quatro Sports 4 in 1
Camerica - Sports

Rampart
Jaleco - Adventure

Sesame Street Countdown
Hi Tech - Edutainment

Space Shuttle Project
Absolute Ent. - Simulator

Super Spy Hunter
Sunsoft - Action

Sword Master
Activision - Action/Adventure

Ultimate Stuntman
Camerica - Action

Wheel of Fortune featuring Vanna White
Gametek - Family Fun

SUPER NES

Earth Defense Force
Jaleco - Shooter

Gunforce
Irem - Action

Lagoon
Kemco-Seika - Adventure

Legend of Zelda: A Link to the Past
Nintendo - Adventure

Nolan Ryan Baseball
Romstar - Sports

Play Action Football
Nintendo - Sports

Super Off Road
Tradewest - Sports

Wanderer's from Y's 3
American Sammy - Adventure

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HOT PICK OF THE MONTH

GAMEBOY

Addam's Family
Ocean - Action

Adventure Island
Hudson - Action

A-Mazing Tater
Atlus - Puzzle

Asteroids
Accolade - Action

Blaster Master Boy
Sunsoft - Action

Boggle
Parker Bros - Puzzle

Dick Tracy
Bandai - Action

Double Dribble 5 on 5
Konami - Sports

Fastest Lap
NTVIC - Sports

Monopoly
Parker Bros - Simulation

Q'Bert
Jaleco - Puzzle

Snow Brothers
Capcom - Puzzle

GENESIS

Art Alive
Sega - Edutainment

Back to the Future 3
Arena - Adventure

Chuck Rock
Virgin - Adventure

Death Duel
Razorsoft - Action

The Games: Winter Challenge
Accolade - Sports

Heavy Nova
BigNet - Action

James Pond 2- Codename:Robocod
Electronic Arts - Action

Mario Lemieux Hockey
Sega - Sports

Rings of Power
Electronic Arts - RPG

Terminator
Virgin - Action

Trouble Shooter
Vic Tokai - Action

TURBOGRAFX-16

Dark Wing Duck
NEC - Action

Valis 3
NEC CD-Rom - Action

LYNX

Dirty Larry Renegade Cop
Atari - Action

Hydra
Atari - Action

Lynx Casino
Atari - Simulation

Pinball
Atari - Simulation

Pit Fighter
Atari - Action

GAME GEAR

Berlin Wall
Kaneko - Action

Donald Duck in the Lucky Dime Caper
Sega - Adventure

Chessmaster
Sega - Simulation

MASTER SYSTEM

Sonic The Hedgehog
Sega - Action

NEO GEO

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SNK Home - Action

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GAMING GOSSIP

...NEC To Launch DUO CD-ROM System...Atari Jaguar Processor Unveiled...Sega Mega CD-ROM Release...
...New Super NES Games From Lucas...Game Genie For Genesis...Street Fighter 2 Update...X-Men Coin-Op...

...Well, pull my pudding, it's another excited episode of the Quartermann show - replete with all the dirt on the hottest gaming developments and inside info! As always, the Q-Mann is back with the straight scoop on the greatest gossip you can find - the hard-hitting stories you can read about again in the other magazines months from now! Hardware heads are in for a special treat this month as yours truly delivers some super secret updates on several new systems!...Firing first, NEC is set to debut the first CD-ROM/game system all-in-one next year with the introduction of their DUO machine. This Turbo/CD-ROM rips along with a larger memory buffer (a full Two Meg) and is rumored to hit with a special CD featuring the company's four TV Sports titles all on one disk! Price is still unknown to the Q-Mann, as well as the execs at NEC, but all indications point to it arriving in the $299-$399 range...

...Still on the subject of new mega-machines, the elusive Atari Jaguar that Mr. Q. first announced months ago is finally starting to materialize as an upscale computer/game machine. In addition to using a keyboard with the option of CD-ROM and tape upgrades, the Jaguar will also use the dual 32-Bit processors as previously announced within the architecture of a RISC processor! These types of computer processors are well-known for their incredible speed. While this should help the machine play better games, it is doubtful that the games will be made any faster than Atari usually gets them done - RISC processor or no RISC processor...While we're still rapping on hardware, the Q-Minator has discovered that Sega will NOT be showing their Mega-CD player at the upcoming CES in Las Vegas! While this has raised speculation behind potential delays in the system's US release (it's already on Japanese store shelves) the more probable reason has to do with the unit's price. It's yet to be firmed up, but it's doubtful the big 'S' will be able to cruise in under $300!...

...A variety of new game titles will start showing up on various systems in the months to come, chief among the hottest hitters is Star Wars for the Super NES. The game has great graphics, including actual intermissions from the movie! Also check out Chester Cheetah for the Sega Genesis from Kaneko, with a promotional tie-in between the company and Frito-Lay, Chester's parent company. Other movies to games just over the horizon are Alien 3, Robocop 3 and Addams' Family for the Super NES!...Look for Galoob to unveil a new Game Genie compatible with both the Sega Genesis and Nintendo Super NES! Both of these cartridge enhancers will employ the same basic system as their NES counterpart...

...The biggest game title now in development is Street Fighter 2 from Capcom. The carbon-copy translation of the all-out arcade super-hit will hit store shelves in June or July for the Nintendo 16-Bit Super NES. Also get your rhubarbs ready for the home translation of Magic Sword as well as a 16-Bit Mega Man adventure...My, my Mr. Martin, your muffins really impressed me...Get ready for the X-Men to appear soon at an arcade near you! This two-screen, six-player mega-machine casts you in the role of any one of six different X-Men stars as you battle an unending series of foes and thugs with game play reminiscent of the two Turtles coin-op hits...Quartermann gives Acclaim's latest 16-Bit soft, Smash TV a serious thumbs-up! Tons of enemies, no slow-down and no flicker (until you play a two-player combo game) combine to make this one of the best arcade to home conversions the Quartermann has ever seen...

...That wraps up this episode of the Quartermann show - I'm packin' my bags and heading East to attend the Consumer Electronics Show in Las Vegas! Get set for my complete report in the next issue of EGM as well as the first info on a what's hot and what's not! 'Till we meet again, try not to de-rez...

- QUARTERMANN



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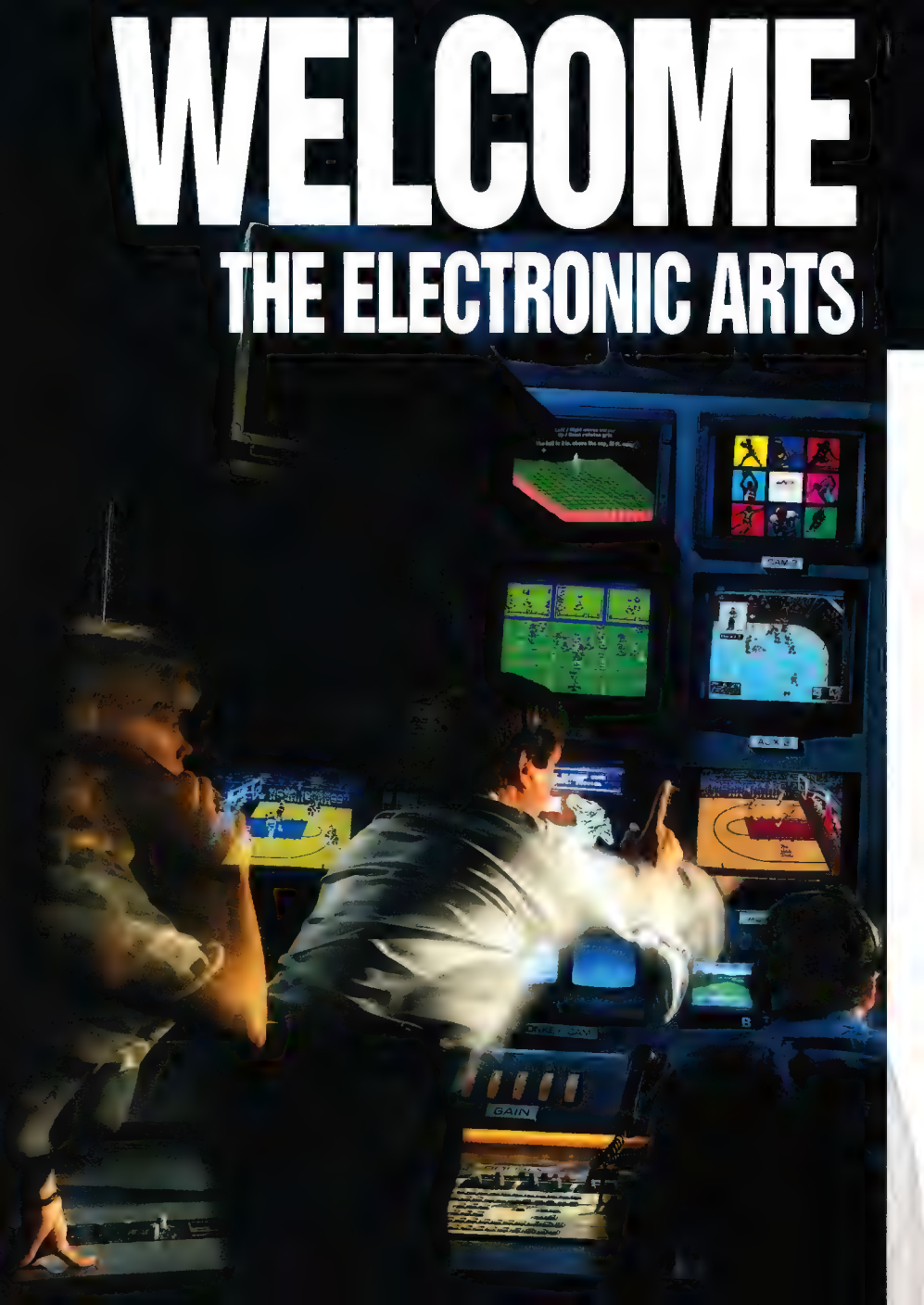


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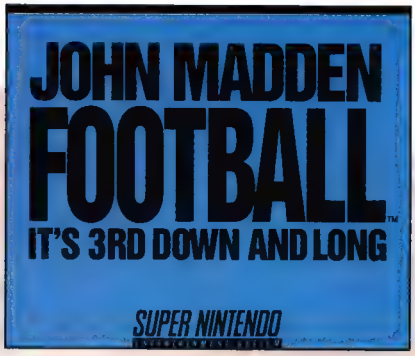
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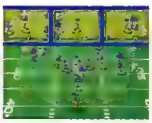
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Square off with 29 pro-caliber teams (including the All-Madden All-Stars). Player skills (including quarterback's scrambling) are rated and ranked because they'll affect every play. Call more than 100 offensive and defensive plays from Madden's actual playbook or use audibles at the line. Choose real weather like rain, ice, snow and mud (as John says, real football players are mudders). Play on surfaces from the turf in domed stadiums to real grass.





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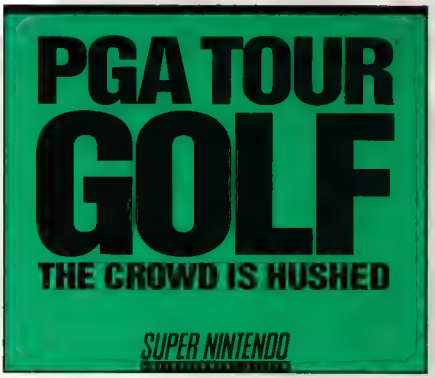
AVAILABLE FOR CHRISTMAS

RE PART OF THE FIRST
NTATORS, REAL STATS



frame by frame. Even scan the field to spot blown assignments. You'll also find Madden's one-on-one match-ups provide valuable insights for critical play-calling situations.

Choose any team to play in the Regular Season, or select one team and enter the play-offs. Then go for the championship gold. And what will big John have to say about your play? Stay tuned to EASN and find out. ●



▶ It's all here. The pressure, the excitement and the challenge of professional golf. Welcome to the only game to make the cut, PGA TOUR Golf.

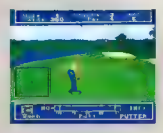
Tee off against 60 top TOUR pros in real PGA TOUR categories like driving accuracy, par breakers and putting average. Take on four of the TOUR's toughest courses (designed from actual PGA TOUR blueprints) and compete in three premier tournaments.



COMING BEFORE THE SNOW MELTS

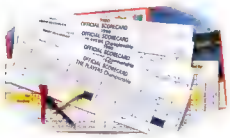
Play in THE PLAYERS CHAMPIONSHIP at TPC at Sawgrass, The Kemper Open at TPC at Avenel and The Honda Classic at TPC at Eagle Trace. Or take your best shot at the awesome PGA WEST Stadium Course. Ten PGA TOUR stars give you playing hints and comments. But, ultimately, it's up to you.

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chips, punch shots and fringe putts (the 3-D putting grid lets you read all the breaks). True to life, totally authentic TV-style coverage gives you multiple camera views and spectacular aerial fly-bys (using the Super NES Mode 7 scaling and rotation). Plus, all new for the Super NES, it's the exclusive EASN Ball Cam.™ Follow the flight of your shots from club face to ball mark.

INTERACTIVE SPORTS AND, OF COURSE, THE



And if you think no one will see your heartbreaks, think again. Winning against this kind of competition will take all you've got. And the eagle eyes of the EASN sports teams stay on you all the way.

BULLS VS. LAKERS
NBA
PLAYOFFS
STOP, POP AND DROP

SUPER NINTENDO ENTERTAINMENT SYSTEM

In one heart-stopping moment, the player leaps. Seemingly suspended in air, he eyes the basket. Then, tongue out, he flips the ball from right hand to left. Blind Bank. Two points. Championship!



It must be the 1991 NBA Playoffs. And now you can face off against moves like these and the patented plays of legends like Bird, Barkley, Isiah, KJ, Clyde and David. It's all part of Bulls Vs. Lakers And The NBA Playoffs for the Super NES.

Representing the best of the best, the game features 16 hot NBA teams plus the 1991 All Stars, each with a full player roster and a complete set of accurate stats. Choose any two teams for scrimmage or select one team to enter the playoffs. As a player/coach you'll have to expertly manage your bench, watching for foul trouble, and skillfully rotate in your second string to give your stars a rest.



COMING FOR THE PLAYOFFS

And you'd better know the NBA rules. Refs call 10-second backcourt violations, traveling, offensive and defensive fouls. Of course, the 24-second shot clock is in effect—so speed and agility are critical.

It's all part of the hottest basketball game around this or any league. And what will the anchors at EASN be doing? You'll find out at halftime.

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▶ To add to all the action, join the EASN Players Association. Members get advance notice on new EASN games (including all the details and release dates) along with strategy hints from our all-pro design team. You can also get special sports merchandise offers not available anywhere else.

That includes the entire EASN Players kit: EASN baseball cap; EASN Sunglasses and SnugZ;™ EASN Players Association jumbo sticker; EASN Players Association stickers; EASN Players Association school folder and pencil; John Madden Football ruler; EASN embroidered patch, plus a personalized membership card. And if that isn't enough, as a member of the Players Association you'll get SkyBox™ Series II NBA Trading Cards. ●

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NOW YOU'RE PART OF THE FIRST INTERACTIVE SPORTS NETWORK WITH REAL COMMENTATORS, REAL STATS AND, OF COURSE, THE REAL GAME.

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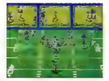
JOHN MADDEN FOOTBALL
IT'S 3RD DOWN AND LONG
SUPER NINTENDO

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THE CROWD IS HUSHED
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Tee off against 60 top TOUR pros in real PGA TOUR categories like driving accuracy, par breakers and putting average. Take on four of the TOUR's toughest courses (designed from actual PGA TOUR blueprints) and compete in three premier tournaments.



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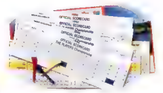
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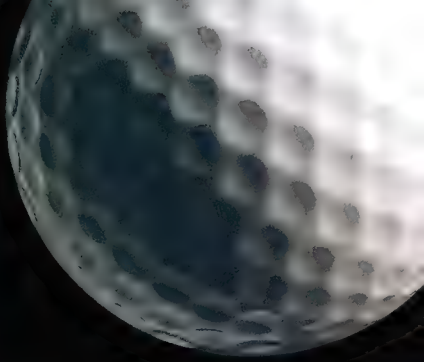
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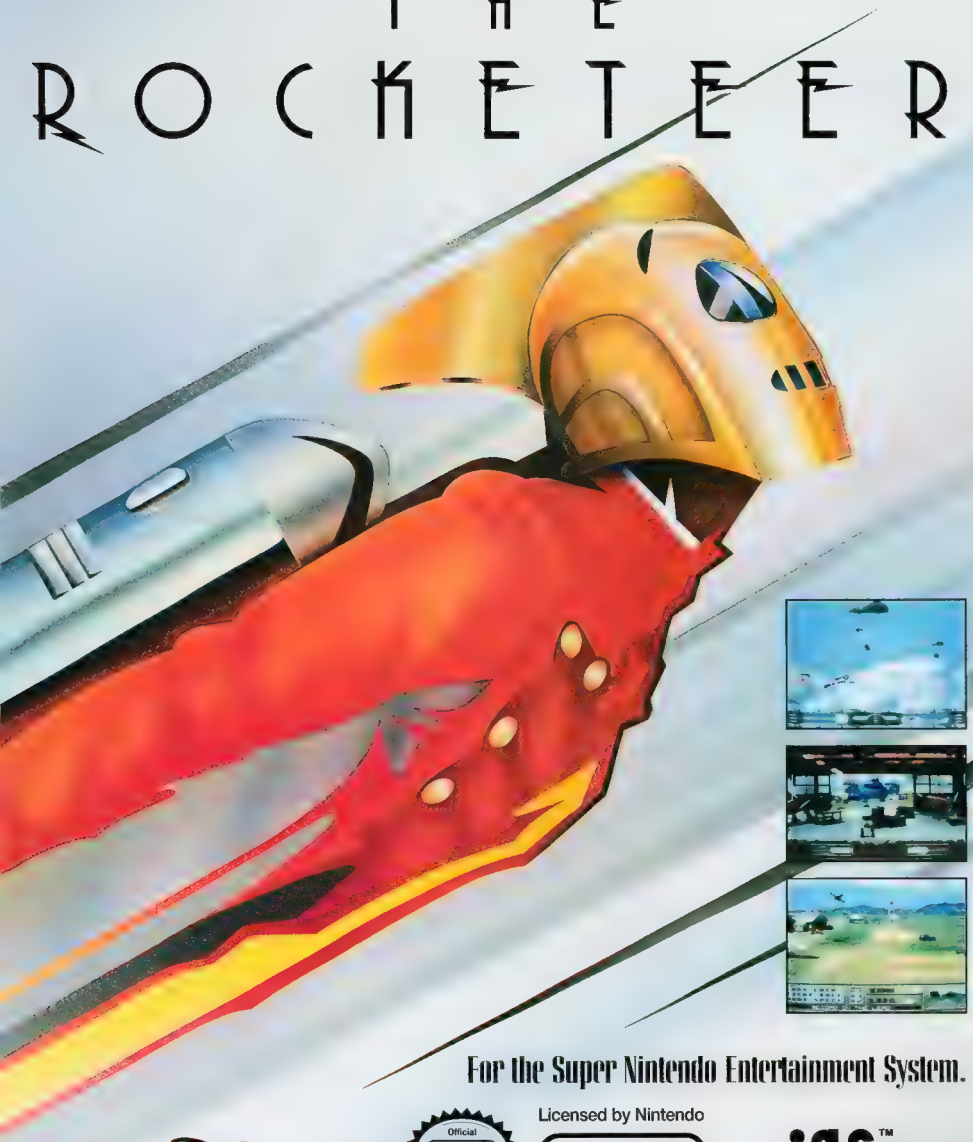
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CIRCLE #127 ON READER SERVICE CARD.

MEGA CD/MEGA DRIVE COMBO UNIT IN FINAL STAGES OF DEVELOPMENT

EGM, through it's World Net sources, has learned that the all-in-one Mega CD-ROM/Mega Drive is in it's final stages of development. This combo unit is being produced by JVC of Japan.

While neither Sega of Japan nor JVC of Japan have issued official press releases, nor are either presently willing to discuss the technical specifications or the final shape of the combined game system and CD-ROM drive, EGM's World Net sources who have been following the development of the combo system ever since it's first announcement have been able to get basic information about how the system will be configured.

Sources tell us that JVC could design the combo in two different ways.

The first, and most conservative design, would look very much like the current Sega game system/CD-ROM separates when they are stacked on top of each other. This design would be the more expensive of the two possible configurations. Although all of the circuitry would be combined on one new mother board, and this would help reduce production costs, that savings would be cancelled out by having a front loading CD compartment.



The JVC combo CD-ROM/game system could look very much like Sega's stacked Mega Drive/Mega CD-ROM.

The other configuration would be designed around two factors. Cost, wherever possible would be kept to a minimum. Gone would be the expensive front mounted, motor driven slide out drawer for CD loading, and, a less expensive hinged top loading design, as used in the PC Engine Duo and our TurboGrafx CD-ROM, would be used. Next, since the project is being done by JVC's audio/video group, it is highly probable that the ultimate design would have to blend in with their current line of A/V components. Therefore the system would be designed as a very compact package with rounded corners and smooth lines.

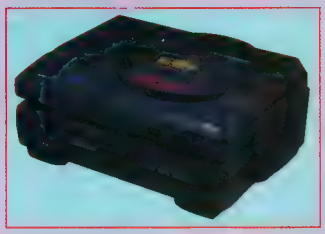
Price has not yet been determined but the current range being talked about is from $400 to $600. With Sega's separate Mega CD-ROM currently selling for $350 and the Mega Drive about $100, a $450 retail price is possible but not likely. Sources indicate that because of all the new technology that Sega built in to the Mega CD-ROM - a second super-fast CPU, a state-of-the-art pickup arm to keep the access times low, and the extra 6 megabits of memory, Sega is not making a lot of money on the CD-ROM. JVC may have to charge more to get back their redevelopment costs.

Whichever design JVC chooses, our sources expect an official announcement in the next 60 days. One thing is for sure though, you can count on EGM to have the information first!

In other Mega-CD news, officials at Sega have announced that they will not have the Mega-CD out on the floor for the Winter CES. Apparently U.S. software development is not far enough along to properly demonstrate the capabilities of the system. Third party licensees however, do plan to show some of their Japanese Mega CD software.



If the combo unit is to match the JVC audio/video product line the system could look like this.



Sega's Mega Drive and Mega CD-ROM as separate components. Now on sale in Japan.

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"Very intense helicopter shooting action!"
Electronic Gaming Monthly

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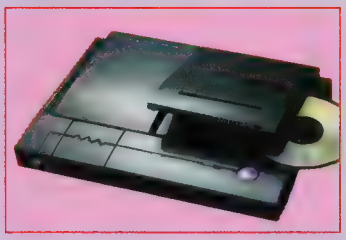
NEC TO BRING OUT U.S. TURBOGRAFX DUO IN LATE 1992...? NEW PC ENGINE LT RELEASED IN JAPAN..!

NEC released it's PC Engine Duo to the Japanese market late last summer. As reported in the August EG Express, this unit combines the PC Engine game machine with the new CD-ROM unit and it is now housed in one sleek wedge-shaped case. The newest update (version 3.0) to the CD-ROM system card is built in. The Duo lists for about $460 and currently sells discounted, for about $330.

EGM World Net sources close to NEC of Japan have learned that NEC of America has been negotiating with the Japanese parent company to bring out a similar version here in the U.S. Assuming that U.S. NEC can get the Duo, they still would have to submit the system to the FCC for the lengthy and time consuming RF emission tests. Then, assuming that the Duo passes the tests (meaning that the system's shape doesn't have to change, and, that the whole casing doesn't have to be remanufactured), that would put the introduction of the Duo some time in late summer or early fall.

Price would be the next consideration. It's now selling in Japan for $330 without software. For the U.S. release NEC would have to pack in a disc. This disc, as NEC has learned with the original Keith Courage pack-in cart, would have to be something spectacular. Something as good as the other pack-ins - Sonic and Mario 4. Bonk 3 isn't ready yet, shooters aren't popular enough so that leaves a quest/adventure game like Valis 4 or a sports game out of their TV Sports series, or a multi-game disc. This package could retail for $399, but if NEC really wanted to sell a lot of systems they would drop the price to $349 only $50 more that the old CD unit (which would still need the $70 2 meg system upgrade card).

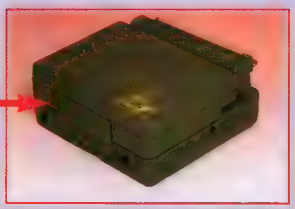
NEC is quiet about the Duo but they said that they will make a formal announcement at CES (next month).



The PC Engine Duo may come to the U.S. in 1992!



The PC Engine LT has just been released in Japan for $770.



When not in use, the PC Engine LT folds together into a compact package.

Take the folding P C Engine and combine it with the folding TV/monitor and you get a folding P C Engine LT (standing for LapTop)! As EGM exclusively covered back in August in it's Tokyo Toy Show review, NEC of Japan combined both the units into the most compact complete game system yet!

The P C Engine part of the system retains the same technical specifications as the standard P C Engine, however the TV/monitor is far from ordinary. We've all seen the spectacular LCD screen in the Turbo Express but now, instead of it being a tiny 2.6" diagonal screen, it is now a much larger 4" diagonal screen. Boasting the same ultra-high resolution of it's smaller brother, this spectacular monitor also can be used as a state-of-the-art television set! Get the optional cigarette lighter adapter and it can run off DC in the car. Through the use of another adapter the LT can be connected to the CD player. This combo game system/CD-ROM drive/TV/monitor is the first all-in-one unit on the market! Talk about the ultimate yuppie toy, picture being able to play Y's 3 in the back of a car!

As for price, don't ask! The LT, when it goes on sale on December 13th (it's a Friday the 13th but who's superstitious?) the Japanese game players will be paying about $770! Why so much? Like the Turbo Express, the majority of the high cost is tied up in the ultra-high resolution screen. Unlike the standard TV screen which is one unit, the LCD screen is made up of tens of thousands of tiny LCD's, each of which has to work perfectly. And this is seldom the case.

As for the U.S., don't look for this pricey unit to come over for quite some time, if ever.

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FEATURES:

- Movie-like soundtrack complete with realistic sound effects
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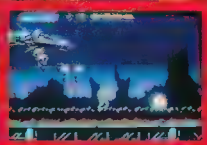


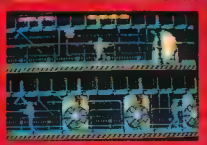
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- Dymanic action
- Monstrous creatures





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SUPER NINTENDO ENTERTAINMENT SYSTEM

BANDAI

DICK TRACY

EXTRA! EXTRA! DICK TRACY IS BACK!

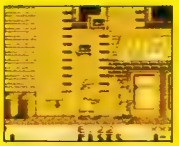
With a completely new story line, the Dick Tracy Game Boy version picks up where the popular NES game left off. And this time, he goes where ever you and your Game Boy goes.

Big Boy Caprice has escaped from prison and within hours a crime wave has hit Chicago the likes of which have never been seen. It seems that all the filth of the city has crawled out from beneath some slimy rock . . . the Brow, Pruneface, Flattop, Shoulders, and the rest of their ruthless cohorts are on the rampage again.

But worst of all, that dirty dealing Big Boy has kidnapped Tess Trueheart!! Suddenly, Tracy's two-way wrist radio breakes the silence. "Calling Dick Tracy! Calling Dick Tracy!" He springs from behind his desk and bursts through the squad room door shouting "O.K. boys, let's go! This could be our lucky break!"







OFFICIAL GAME BOY GAME PAK

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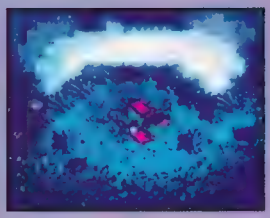
CIRCLE #119 ON READER SERVICE CARD.

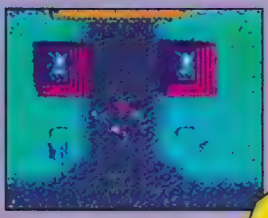
INTERNATIONAL OUTLOOK

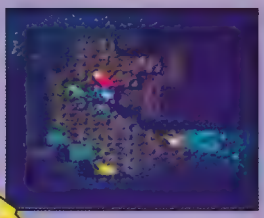
NEWS, Previews and Info From Around the Electronic Gaming World

Ultima VI and Soul Blader for Super Famicom, Shining Force for Mega Drive, plus much more!

Pony Canyon / Super Famicom
ULTIMA VI







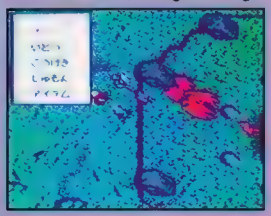
Role Playing Fans, welcome to the world of Ultima VI. Computer gaming fans will instantly recognize this epic role playing title. You play the part of a brave adventurer named Avatar. Avatar has been called back to the land of Britannia due to the Gargoyles who have infested the eight shrines. As it turns out, they are upset because the Codex of Ultimate Wisdom has been stolen by you in a previous journey.

Along your mission, you must also complete some smaller tasks, such as having a Gargoyle book translated by a woman in Lycaeum, finding the second section of a pseudo-Rosetta Stone, and gather eight pieces of a treasure map to find the Stone. To help you accomplish your mission, you may recruit up to seven characters on your team.

Each character has their own personal portrait, stats, and equipment. When entering the character stat screen, you see the portrait of your character along with the current hit points, experience, magic, dexterity, and intelligence. On the left of the picture, there is the item list that displays the armor, boots, helmets, and weapons.

The bottom row shows the icons that can operate your group, including casting magic. Find out most of your information by talking to the many people that you meet.

Ultima VI may very well be the ultimate RPG to come out for the Super Famicom. Watch for it to hit the U.S. late in 1992!





Don't Laugh-He's Probably Related to You!

Long before there was a Bedrock, there was a Chuck Rock.

But Chuck Rock hasn't been the same since his long-time rival in love, the evil Gary Gritter kidnapped his wife, the luscious Ophelia.

Kick, throw rocks and belly-butt your way through a variety of comical zones featuring over 500 exciting screens of gameplay as you help Chuck in his quest to rescue Ophelia from the evil Gary Gritter.

In addition to using good old-fashioned brute force on a host of stone-age critters, you'll have to use a little CroMagnon grey matter to solve puzzles as you weave your way through five challenging levels including a scary cave, an Ice Age, a hazardous water world and even a dinosaur graveyard.

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SEGA GENESIS

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Virgin® GAMES

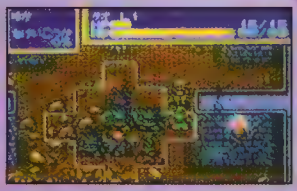
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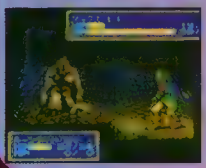
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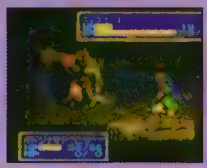
Sega Falcom/Mega Drive
SHINING FORCE

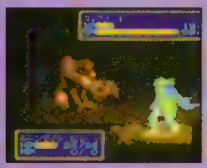
While Shining in the Darkness is quite new here, Sega/Falcom has already started on it's sequel called Shining Force. Shining Force contains the same great attention to detail as it's predecessor, and then some! First, it has been bumped up to 12 megabit! Second the animations, especially in the battle scenes have been greatly enhanced. Finally, the quest will resemble that of the Phantasy Star series, rather than taking place in a maze of dungeons!







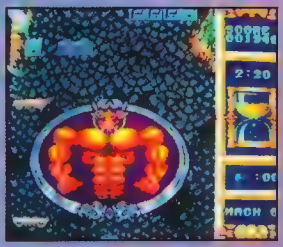


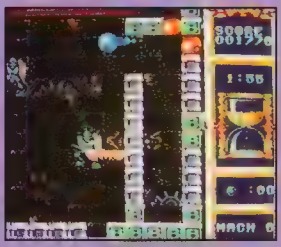


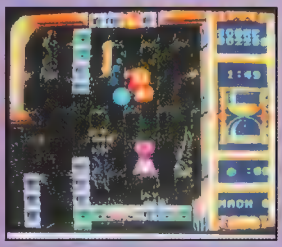


Hot-B/Mega Drive
BAD OMEN (TENTATIVE TITLE)

Bad Omen presents players with a new type of mind-wrenching block-breaking challenge. This version of the game combines action where the player must use paddles that rotate and operate in both the horizontal and in the vertical direction. The concept is to move the ball up through the maze to the goal, destroying the enemy that get in it's way. As you move the ball, the screen scrolls both up-and-down and side-to-side following the action. Not limited to a one player game a friend can join in in a great two player cooperative game!







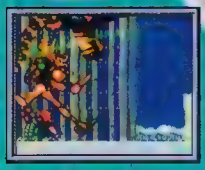


Each of the castle rooms holds strange and different enemies which you can destroy with your ball. Eliminate the enemy first, then move the ball up to destroy the breakable wall so that you can progress to the next room. Get a friend to join in for great two player cooperative fun!

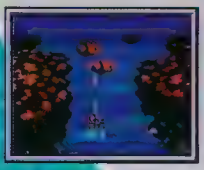


GAMETRONIX

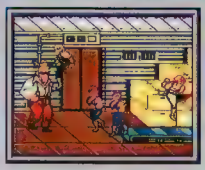
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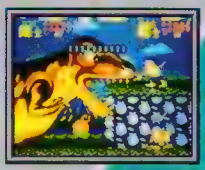
Overhauled Man 3 (SCD)



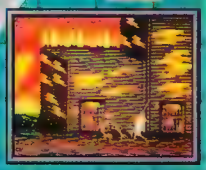
Axelay (SF)



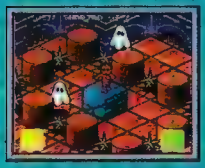
Double Dragon II (M/D)



Joe & Mac (SF)



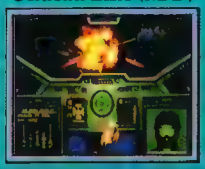
Dahna (M/D)



Solstice II (SF)



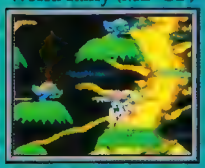
Undead Line (M/D)



Wing Commander (MD-CD)



World Rally (MD-CD)



Zardion (SF)

MEGA DRIVE

Dahna (M/D)	Now
Dark Wizard (MD-CD)	TBA
Detonator Organ (MD-CD)	March
Devil Crash	Now
Double Dr. Jon II	Now
Ernest Evans (MD-CD)	Now
Exile	Now
F-1 Grand Prix	Now
Fighting Masters	Now
Ishi Ishin (MD-CD)	TBA
Juliu Toku	Jan
Lunar Silver Star (MD-CD)	TBA
MUSHA (MD-CD)	TBA
Nostalgia 1907 (MD-CD	Now
Rolling Thunder	Now
Run Ark (Growl)	Now
Shining Force (2M)	March
Simearth (MD-CD)	TBA
Sol-Feace (MD-CD)	Now
Sorcerer Kingdom (8M)	Now
Caliber 50 (8M)	Now
Super Fantasy Zone (8M)	Now
Super League '92 (MD-CD)	TBA
Sword Vals	TBA
Task Force Harrier EX (8M)	Now
Tecmo World Cup Soccer	Now
Undead Line	Now
Valis 4	TBA
Wing Commander (MD-CD)	TBA
Wonderboy 5	Now
Wolfchild (MD-CD)	Now
Ys III	Now

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Cabal	Now
Checkered Flag	Now
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Hockey	Now
Lynx Casino	Now
NFL Football	Now
Ninja Gaiden	Now
Pacland	Now
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Rai Den	2nd Qtr
Rolling Thunder	Now
Toki	Now
Turbo Sub	Now
Xybots	Now

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Cocoron	Jan.
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Loom (SCD)	T.B.A.
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Mummy Head	T.B.A.
Naxat Dodgeball (SCD)	Now
Overhauled Man 3 (SCD)	T.B.A.
Pachinka	T.B.A.
Pro Baseball 2	T.B.A.
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Rainbow Island (CD)	T.B.A.
Ranma 1/2 Part 2 (CD)	Now
Rax Xanber III (SCD)	Jan.
Shadow of the Beast (SCD)	T.B.A.
Silent Mobius (SCD)	T.B.A.
Sorcerian (CD)	T.B.A.
Space Fantasy Zone (CD)	Now
Strider (SG)	T.B.A.
Terror Forming	T.B.A.
Toy Wrecks	Jan
Wizardry (SCD)	T.B.A.
Zero Wing (CD)	T.B.A.

GAME GEAR

Alien Syndrome	Now
Berlin Wall	Now
Donald Duck Lucky Dime Cpr	Now
Frogger	Now
Galaga '91	Now
GG Alleste (MUSHA)	Now
Golden Axe	Now
Heavy Weight Champ	Now
Ninja Gaiden	Now
Sonic the Hedgehog	Jan
Space Harrier	Now

SUPER FAMICOM

Battle Commander	Now
Captain Wings III	T.B.A.
Cyber Knight	T.B.A.
Cyber Lion	T.B.A.
Death Blade	T.B.A.
Dimension Force	Now
Dino Wars	T.B.A.
Double Dragon	T.B.A.
Dragon Quest V	T.B.A.
Dungeon Master	Now
F-1 Exhaust Heat	Jan.
Joe and Mac	Now
Lagoon	Now
Last Fighter	Feb.
Magic Sword	T.B.A.
Metal Jack-Armed Police	March
Naxat F-1	T.B.A.
Naxat Super Pinball	Feb
New Legend of Zelda	Now
Nosferatu	T.B.A.
Pharvnx	T.B.A.
Raiden	Now
Rocketeer	TBA
Silva Saga	T.B.A.
Sim Earth	Now
Solstice II	T.B.A.
STG	March
Street Fighter II	T.B.A.
Super Alleste	March
Super F-1 Grand Prix	Now
Super F-1 Hero	T.B.A.
Super Fire Pro Wrestling	Now
Super Formation Soccer	Now
Super Nova	T.B.A.
Super Valis	T.B.A.
Thunder Spirits	Now
Tolkien's World	T.B.A.
Uuma VI	T.B.A.
Wizardry V	T.B.A.

NEO GEO

20/20 Baseball	Now
Alpha Mission II	Now
Baseball Stars	Now
Basketball	1st Qtr
Burning Fight	Now
Crossed Swords	Now
Dreamover	1st Qtr
Fatal Fury	Now
Football Frenzy	1st Qtr
Ghost Pilots	Now
King of the Monsters	Now
League Bowling	Now
Legend of Success Joe	Boxing Now
Mystic Wand	T.B.A.
Power Kick Soccer	T.B.A.
Robo Army	Now
Sengoku	Now
Super 8-Man	Now
Super Spy	Now



New Legend of Zelda (SF)



Powerdrift (MD-CD)



Robo Army (NEO)



Browning (SCD)



Magic Sword (SF)

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Enix/Super Famicom
SOUL BLADER

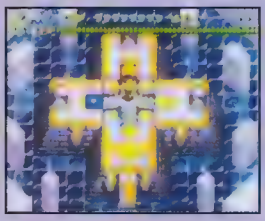
This game may look very familiar to players of Enix's original Actraiser, and it should! Entitled Soul Blader in Japan, but it may be entitled Actraiser 2 here in the States. While similar in the way you create the lands, that's about the only similarity to Actraiser. Soul Blader's action scenes are in the top view perspective, but they still contain all the action and intensity of the side view screens from Actraiser.

Some the original features still exist, such as using magic to clear the lands for homes and farms, but your helper, the Angel, is missing. Now you have a character that has a blue sphere that does most of the work. The sphere will even seek out the enemies and destroy them on command! A subscreen menu reports on the players current health and the magic that is in use.

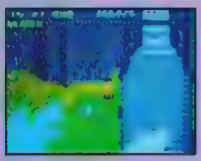
There are many locations to build a colony for your people to survive, but to ensure there success, you must defeat a huge, temperamental boss that thinks the land is his! The bosses are tough, but your magic should will help to guarantee success.



Check the status of your character in the subscreen menu. You can also choose the magic and objects here.



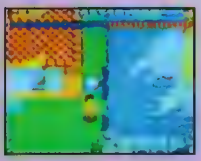
Enter the shrine to speak and listen to your subjects!



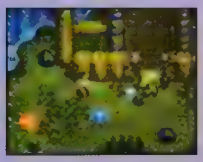
Start off by choosing a location to build on...



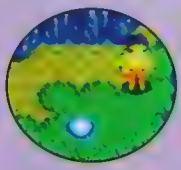
Then clear the land of objects so you may build.



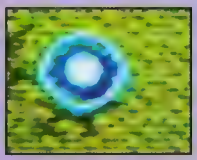
Journey through the towns to find many surprises!!



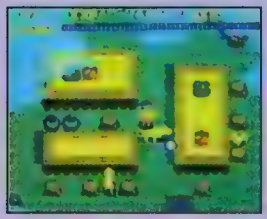
The lakefront is a good place to set up shop!



Use the Sphere to search for enemies and destroy them!!



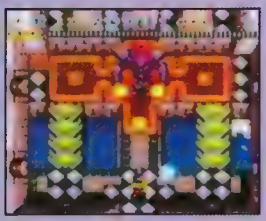
Your constant companion is this blue ball



Check everything and everywhere for clues that may help you!

ENEMY BOSSES

The bosses are fought from a top view perspective!

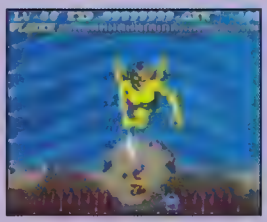


Boss 1

You have to be fully powered up before taking on these bosses!



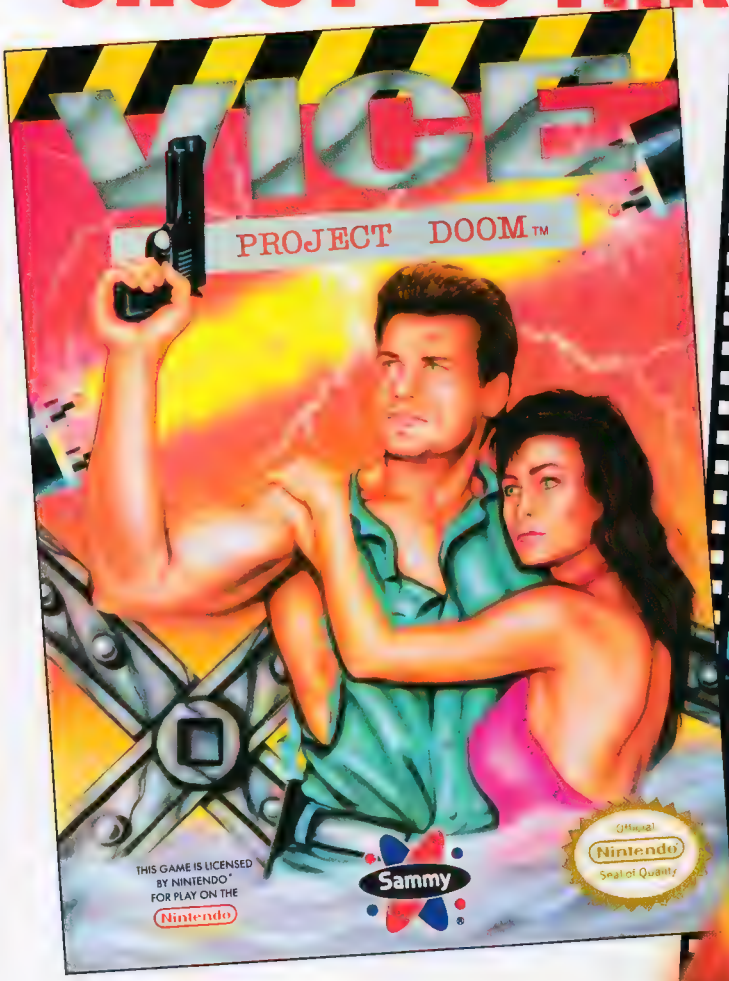
Boss 2

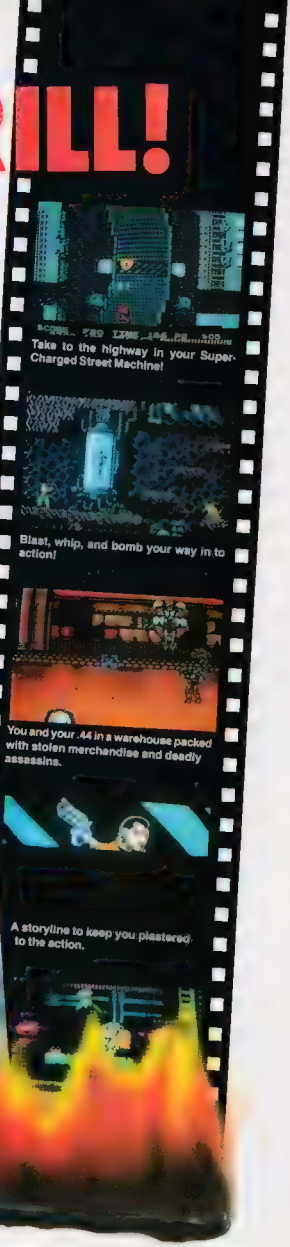


Boss 3

One new feature is the detailed animation of the fighting sequences.

SHOOT TO THRILL!





Vice officer Quinn Hart is on an assignment unlike anything he's ever seen! Weird bodies are turning up dead, top secret weaponry is missing, and organized crime is at an all time high. But Hart's up against something more than the Mob, street gangs, or even hostile terrorists.
A new force has risen and Hart finds himself plunged into a conspiracy of terror!!

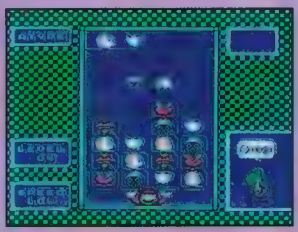
American Sammy Corporation
2421 205th St., Suite D-104, Torrance, CA 90501
PHONE: (213) 320-7167 • GAME TIPS: (213) 320-7362

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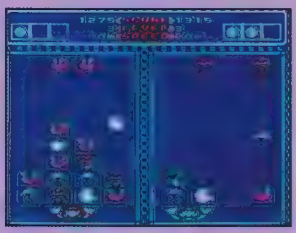
CIRCLE #118 ON READER SERVICE CARD.

Nintendo/Famicom
YOSHI'S EGGS

Once again, Mario has returned to the Famicom for yet another puzzle-type game starring himself, Luigi, Yoshi, and the cast from Super Mario World. In this game, which is similar in play to Hatris, Mario must catch his friends as the slowly tumble from the top of the screen. Line them up in rows and they will disappear and give Mario points for the various combinations. Featuring two player simultaneous action, this newest version of Mario should hit the U.S. for the Nintendo early in 1992. A GameBoy version is coming out at the same time!



The one player mode looks just like Hatris for the NES!



The two player mode is the most exciting setup!



Watch for the GameBoy version to come out soon!



Choose your setup with the option screens.

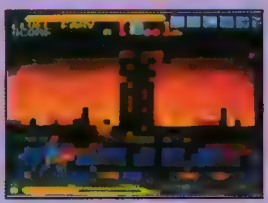




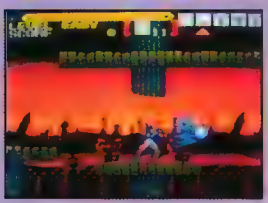
Some of the cinema displays have been ported over to the SF version.

Telenet/Super Famicom
SUPER VALIS

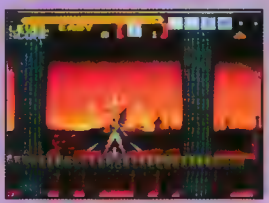
The Valis series, so very popular on the PC Engine CD-ROM, is continuing to be ported over to the other game formats. Now that the Super Famicom is becoming a driving force in Japan the order of translation puts this format second, ahead of the Mega Drive. While the SF audio can't match that of the CD's, nor does it have as much cart memory for the spectacular comic book length intermissions, Telenet has gone in and added some cool zooming functions thanks to the special Mode 7 abilities.



The screen zooms in before each level begins!



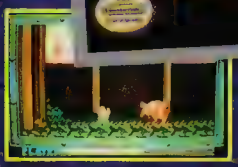
The Valis Sword magic at full power!

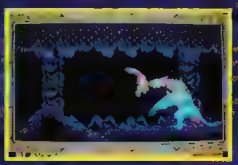


This is just one of the many new special attacks!

DRAGONS & WIZARDS... OH MY!



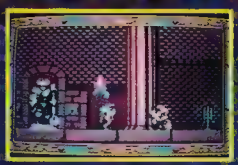


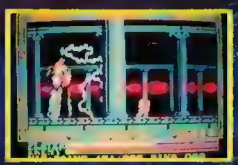




Features:

- Brilliant, Breath-Taking 16-Bit Graphics And Animation
- Battery Back-Up Stores Up To 15 Individual Games
- Booming, Orchestral Stereo Sound Hightens Game-Play
- 25 Unique Weapons, Armors, and Magical Instruments
- A Dramatic Storyline Of Epic Proportions





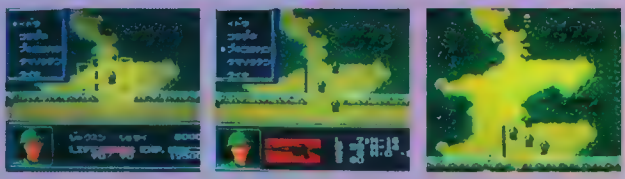
WANDERERS FROM YS III™

American Sammy Corporation
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CIRCLE #118 ON READER SERVICE CARD.
"Wanderers From Ys III" is a trademark of American Sammy Corporation, 1991.

IGS / Super Famicom STEALTH

IGS is working on a new Commando style game for the Super Famicom. You must load up your weapons and penetrate enemy lines to save your downed comrades. Available in late '92.



While not officially confirmed this super simulation may make it to the U.S.!

Irem / PC Engine Super CD-ROM2 R-TYPE COMPLETE CD

R-Type has been a favorite of shooter fans for quite some time. Since it was translated for the TurboGrafx-16, even more players were able to enjoy this fantastic shooter. Now, Irem has made R-Type even better for their PC Engine CD-ROM^2! With CD-ROM power and graphics, R-Type Complete CD is a phenomenal sequel!

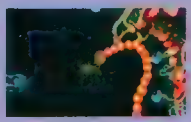
Containing all the same levels as the first R-Type, this version even includes spectacular cinema displays to further enhance the story! R-Type features some the most gruesome and heartless bosses ever seen on a video game screen! The five different power-ups and missiles are extremely intense while the power of your droid really comes in handy with the bosses. R-Type Complete CD is available in Japan now, and hopefully this shooter will make it to the American shores!



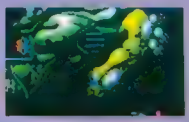


Blast away the alien invaders with your ring laser!

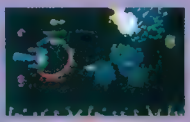
BOSS 1



BOSS 3



BOSS 5



BOSS 2



BOSS 4

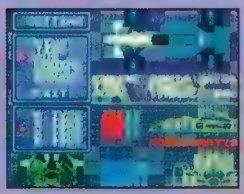




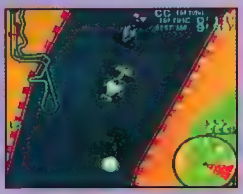
Before each mission, you're treated to a cinema display telling you about the mission ahead!

Video System / Super Famicom F-1 GRAND PRIX

While there isn't much available on this game, from what we've seen, this looks like a hot racing game for the Super Famicom! Choose a car and hop it up for some exciting open wheel racing! Available soon in Japan.

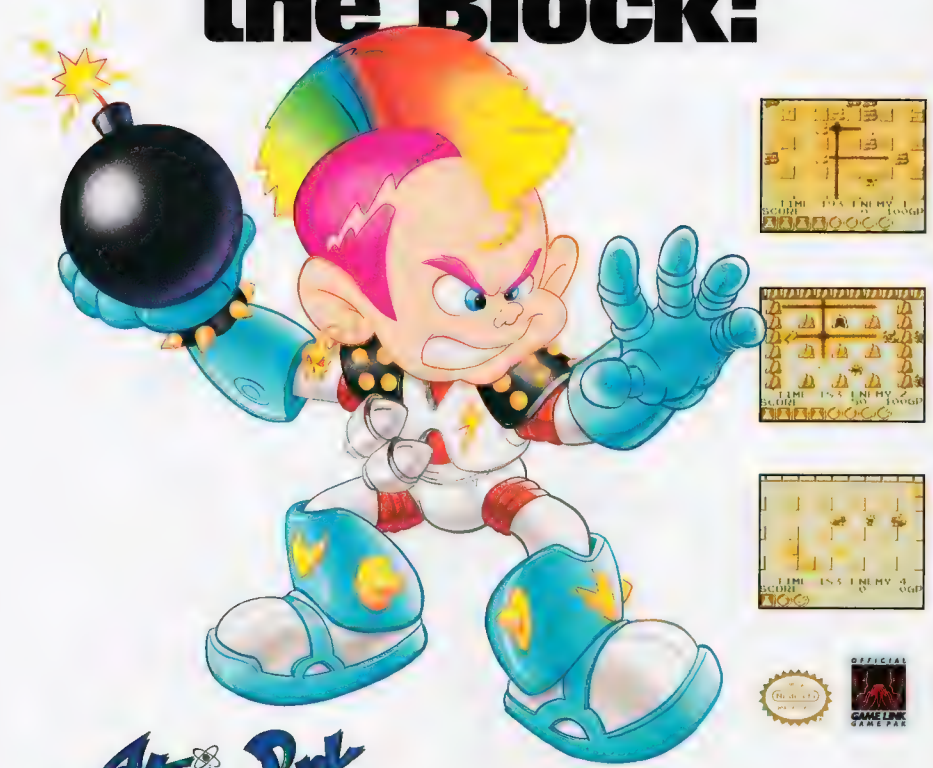


Choose from four different cars and equip them with different items!



Race around the course in a top view perspective!

The Nuke Kid on the Block!



Atomic Punk™

Get bombarded by three blockbuster games in one!

First, blast into action as Atomic Punk, crusader for the invaded world of Atomica. Buy and sell your weapons to build up an arsenal that's powerful enough to blow the raiding aliens right off the map!



Next, dive deep into the planet as Bomberman!

Atomic Punk's dad is reactivated to root out the enemies from the core of Atomica. Gather power-ups, bombs and more to make him an unstoppable force!

Finally, challenge your friends to an Atomic Punk showdown. Hook up two Game Boys with a Game Link cable and watch the sparks fly! Find out who's the most explosive kid in town with this 2-player action game!

HUDSON SOFT®

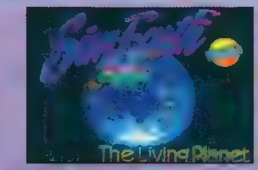
HUDSON SOFT USA, INC.
400 OYSTER POINT BLVD. SUITE 515
SOUTH SAN FRANCISCO, CA 94080

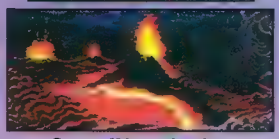
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CIRCLE #109 ON READER SERVICE CARD.

Imagineer / Super Famicom
SIM EARTH

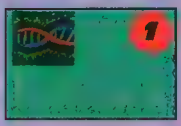
SimEarth, a long time favorite of computer games, is now making its way to Super Famicom players. SimEarth is similar to another popular title SimCity. However, SimEarth lets build an entire PLANET! Once you name your planet, you must create the basic landscape for the lifeforms to exist. After a million or so years, you can start the evolution process to enhance the life on your planet. You can also create floods, famines, droughts, and fires to wipe out certain life forms if need be! All of the particular functions are contained within simple icons to use. When the humans eventually evolve, expect your planet to radically change. The humans will start wars, tear down forests, and pollute the environment. SimEarth is the ultimate simulation game for players of the PC version, and fans of the other Sim series.



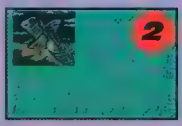


Start off by selecting a land where you would like to build!

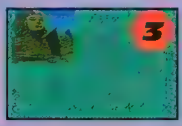
THE EVOLUTION OF LIFE !



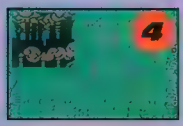
Start off by creating basic life on your planet.



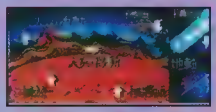
Then evolve the life into higher lifeforms.



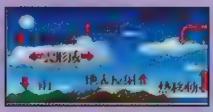
Create landmarks and towns for the people to exist.



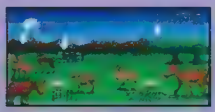
Then create the towns and factories for humans!



Land Change.



Weather Change.



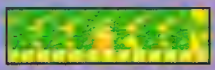
Ecological Change.

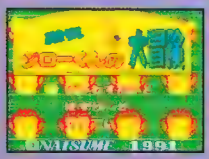


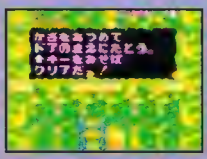
Control Panel.

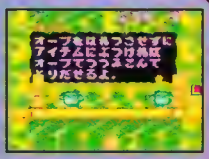
Natsume / Super Famicom
SPANKY'S QUEST

Natsume's newest game for the Super Famicom is Spanky's Quest. You are a mischievous monkey who must travel through many lands looking for keys to the exits. Look for the 1 ups and secret rooms scattered throughout the game. The bosses are large and very tough! Spanky's Quest will be available to U.S. players soon!









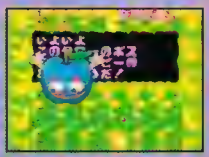
Find the exits after collecting enough keys!



Your magic at full power turns into basketballs!



Look for 1 ups!



Meet Boss number 1. Save up power to defeat him easily!!

BLOW THEIR SOCKS OFF.



You're in the blocks. The coliseum crowd is hushed. The starter gun cracks. You're off!

You take the lead! You're maneuvering perfectly. You just might beat your smile-flashing opponent Jack Strop, and go on to product endorsement stardom. But first, you have to get around the sneaky moves of I.B. Cheatin, and three other power-packed competitors. And not just in the 100 Meters, but in the Hurdles, Javelin Throw, Pole Vault, Long Jump, Discus Throw, and Weight Lifting.

This is no walk in the park--it's the world finals. And it takes more than sweat to be champion--it takes the strategic moves of a skilled athlete. So come on, suit up! The crowds are waiting.

To order Track Meet, call 1-800-969-GAME.







Game Boy Screens Pictured.

- *Play against six different opponents, each with their own individual style.*
- *Seven different events.*
- *Passwords to save your progress.*
- *Play against a friend via Game Link Game Pak.*
- *Great graphics!*



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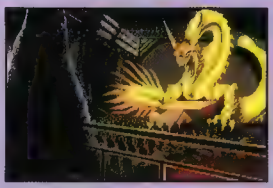
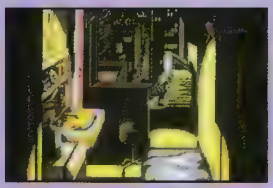
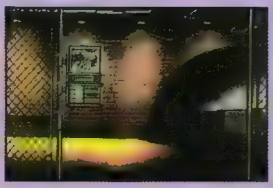
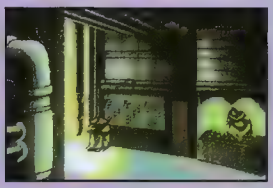
OFFICIAL GAME LINK GAME PAK

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CIRCLE #163 ON READER SERVICE CARD.

Dynamix / Mega CD-ROM
RISE OF THE DRAGON

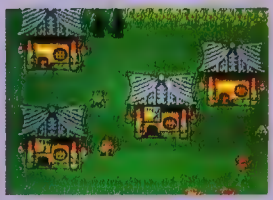
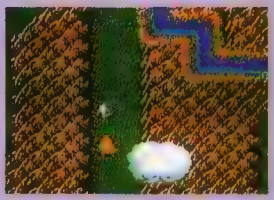
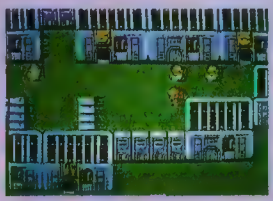
As the Mega-CD-ROM gains popularity in Japan more companies are jumping of the CD bandwagon. While good CD games take a year to make, many companies, like Dynamix, have opted to go the computer game translation route. Rise of the Dragon, a popular PC game will be the second mystery game coming out for the Mega CD. Special features of this game include very detailed graphics that rotate as you change your view!

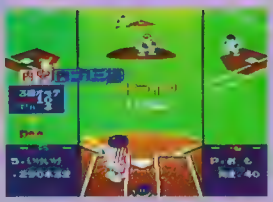





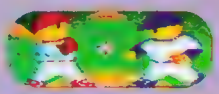


Culture Brain / Super Famicom
SUPER CHINESE WORLD

The little ninja boys are back but this time they have moved up to the 16 bit Super Famicom. Set in an overhead perspective, the boys are on a new quest set in ancient China. Visit the shops in the cities to get extra power-ups and to rejuvenate your health. The countryside is loaded with enemy who are loyal to the evil lord and have orders to stop you.





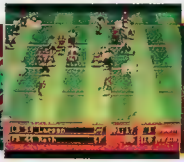

Namco / Super Famicom
NAMCO BASEBALL

Super Famicom owners will yet have another baseball game to choose from. Namco Baseball has a behind the batter perspective and a full view of the diamond when the ball is hit. There are also small cinema displays between home runs! Namco Baseball will be available soon in Japan!



MARID LEMIEUX $41.95



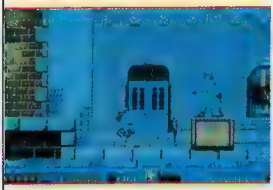


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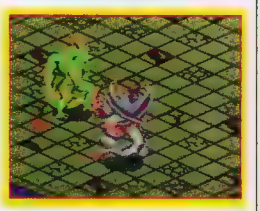
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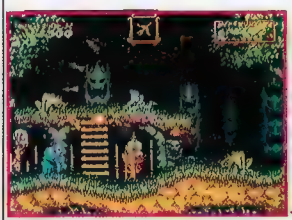


BEAST WARRIORS $54.95

Video Game HEADQUARTERS

MEGA-DRIVE

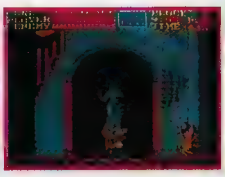
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Beast Warriors	Exile	Monsterworld 3
Caliber 50	F-1 Circus	Powerdrift
Devils Crash	F-1 Constructor	Star of the Shogi
Double Dragon	Fire Pro Wrestling	Toki
Dynamite Dux	Galaxy Force 2	Vasum (Dando)



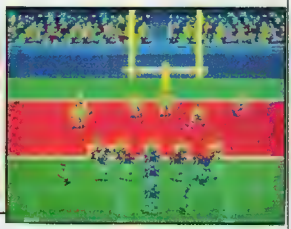
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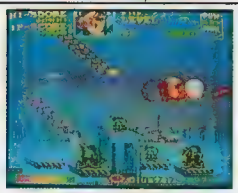
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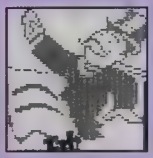
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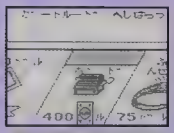




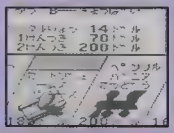



Tomy / GameBoy
MONOPOLY

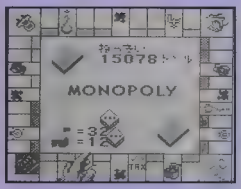
Attention all Monopoly players! Tomy has created a portable Monopoly game exclusively for GameBoy owners. Start out by picking your piece, rolling your dice and buying all the land you can afford! All the features of the board game are here: dice rolls, going to jail, bankruptcy, and all the streets are here to buy! Monopoly on the go - now available for the GameBoy.



The Community Chest holds many surprises!



The railroads are big money makers!



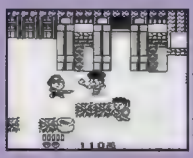
The familiar Monopoly board has not been changed!

Konami / GameBoy
GOEMON 2

Those who have played Legend of the Mystical Ninja will be pleased to know that Konami will be releasing a sequel version for the GameBoy. Take on the personality of Kid Ying on a crucial mission to save the missing ghost princess, Yuki. Rumor has that she was kidnapped by the sinister Dragonbeast. In addition, Dragonbeast plans to spread a plague throughout the land. Work your way through the ten different Warlock Zones. Pick up many different weapons and power ups along the way to make your journey easier! You can even use Ninja Magic, such as lightning.



Sneak up on the enemies with your weapon.



Take out the guard with your staff.

Culture Brain / Super Famicom
FLYING WARRIOR 4

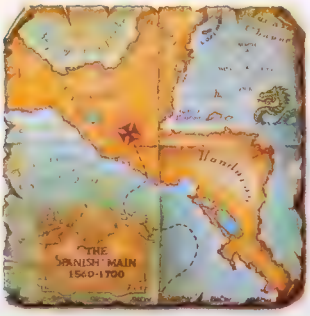
Culture Brain, like most of the Nintendo licensees, is taking their popular Famicom/NES series of games and bringing the next sequel out on the 16 bit Super Famicom/S-NES.Look for super realistic action and spectacular graphics in this sequel.



ANTIGUA JAMAICA BARBADOS PUERTO RICO MARTINIQUE TRINIDAD GRENADA NASSAU VIRGIN ISLANDS ST. MARTIN ST. LUCIA COZUMEL GRAND BAHAMA SANTA CATALINA FLORIDA KEYS MARTINIQUE

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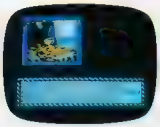


Pirates!® They won't bring breakfast to your cabin or let you play shuffleboard on the promenade deck. But they will provide you with hours of ship-board entertainment when you take the helm of an authentic 17th Century pirate ship bound for fame and fortune on the Spanish Main.

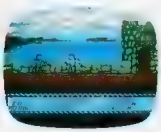
There's never been an NES™ simulation this ruthless or realistic. Historically accurate pirate raids, spanning six time periods and four difficulty levels, challenge you to navigate through hundreds of land and sea battles. Where your worth as a captain will be determined by the fire in your cannons, the skill of your sword and the size of your treasure chest.

Aye, matey. Pirates! is a Caribbean cruise that even the infamous tourist Bluebeard would find treacherous

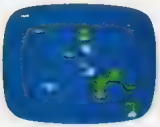




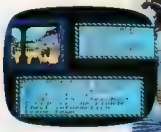
Negotiate for treasure maps and the hand of a beautiful maiden



Duel for respect with swashbuckling commanders.



Navigate through enemy infested waters



Enter a town peacefully or blow it to smithereens

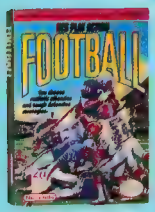
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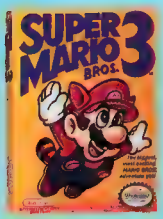


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NEXT WAVE

NEW SOFT NEWS

As we get closer to CES, the software companies are starting to talk about next year's games. The S-NES is really going to take off in '92 as almost all of the NES licensees are jumping on the S-NES bandwagon. Seta is readying Nosferatu and F1 Race; T& E has their second golf simulation - Pebble Beach; Interplay is doing Another World; Jaleco will bring out Goal; MC O River will do F-1 Grand Prix; Microprose takes to the air with F-15; Accolade has their first S-NES title - Test Drive 2; Atlus plans to do Widget and Metal Jock; Data East has Sanction Earth; Hi-Tech is working on Tom and Jerry and Hunt for Red October; Hot-B is thinking about a game called Bazoo and Gametek is doing Caribbean Challenge.

The NES isn't being completely abandoned though. Seta has Bioforce Ape; Sofel will do Dragon Fighter; Virgin will convert Prince of Persia; Irem plans to do Hammerin' Harry and Kung Fu 2; Asmik is looking at Boomer Land; Atlus is doing Widget and the Toxic Crusader is coming to Bandai.

STREET FIGHTER 2; XARDION; RAIDEN; GOAL; F & C 2; EQUINOX; GARGOYLE'S QUEST; JOE & MAC; MAGIC SWORD; BALLISTIX; MARBLE MADNESS; RINGS OF POWER; CALIFORNIA GAMES; FIGHTING MASTERS; GC DONALD DUCK; DAVID ROBINSON BASKETBALL; THE GAMES: WINTER CHALLENGE; BATTLE WINGS; Q*BERT; HIGH STAKES.



STREET FIGHTER II

Capcom/Super NES

In the arcades, there is always a crowd around the Street Fighter II machine. As we reported last month, Capcom U.S. has officially announced that the Super Nintendo version is in the works and it will be coming out in July. Best of yet,unlike Final Fight, this martial arts game WILL have a two player version. Rumors of a special 6 button controller are still unconfirmed but the extra cost of $20 to $30 on top of a $60+ cartridge may be just too much for the average player to handle. More on the super hot soft next month!



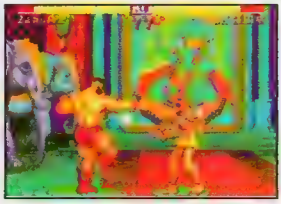
RYU vs. KEN



GUILE vs. BLANKA



HONDA vs. CHUN-LI



ZANGIEF vs. DHALSIM



CHOPLIFTER II

RESCUE SURVIVE

SAVE THE HOSTAGES. SAVE THE WORLD.

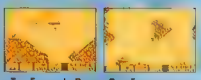


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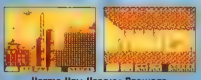
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XARDION
Asmik/Super NES

EGM EXCLUSIVE!!

The Alpha 1 Solar System contains three planets. The inhabitants of these planets have been at war for seven months. Invaders from the distant star NGC 1611 are in position to take over the three planets. Representatives of Alpha 1 dispatched their most advanced cyborgs to NGC 1611. They must eliminate the enemies power source. Communication with the cyborgs has been terminated. It is rumored when all three cyborgs join, they will form the ultimate cyborg... This is the legend of Xardion.

Xardion is the newest entry into the world of the Super Nintendo by Asmik. Asmik designed Xardion to fit all types of players because it is an RPG, action, and adventure game all in one. You can choose from three different cyborgs throughout the game to help you. Each cyborg has their own strengths and weaknesses; such as speed, firepower, and overall strength. With a long quest, excellent graphics, and a nice soundtrack, Xardion is sure to be a hit when it arrives in the stores next March.





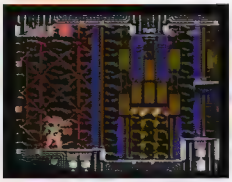
The subscreen allows you to choose which cyborg you want. You can also change the special weapons and equipment as well!

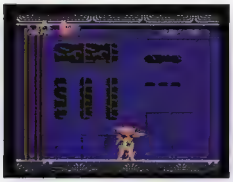

TRITON

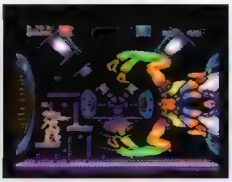

ALCEDES


PANTHERA

STAGE 1

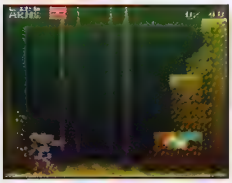




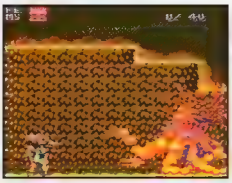


In stage 1, you must make you way through the heavily guarded fortress!

STAGE 2

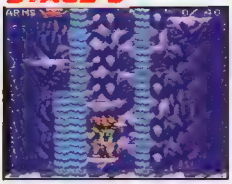


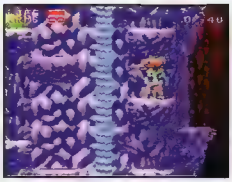


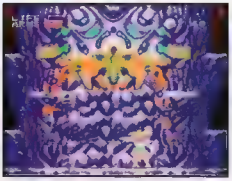


Stage 2 is completely under water, except for the battle with the boss!

STAGE 3







In stage 3, you find an underground cavern to explore. Watch for the traps!

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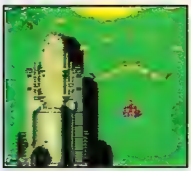
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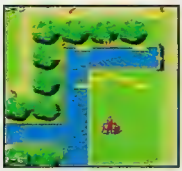
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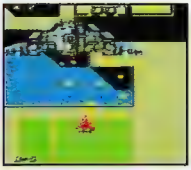
CIRCLE #164 ON READER SERVICE CARD.

RAIDEN TRAD
Electro Brain/Super NES

The Earth is under attack and only you can stop the invaders from taking over Earth. Raiden Trad is now coming out for the Super NES. Plenty of power ups are here and the action is very intense! It's 8 meg of hot 2 player action!







Stage 1 boss

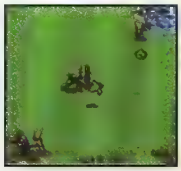


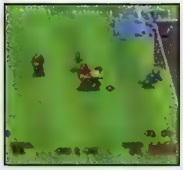
Stage 2 boss

GOAL
Jaleco/Super NES

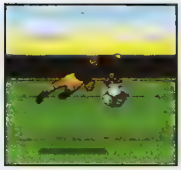
Jaleco's new soccer game called Goal has many features to make it stand out from the rest! Very smooth scrolling, unique views of the game, and realistic sound effects make Goal a winner from beginning to end!







The setup for a shot!



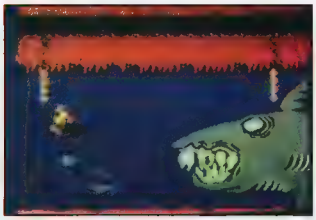
The goalie's view of the game!

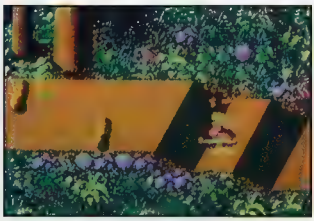
NEXT WAVE

TOWN & COUNTRY 2:THRILLA'S SURFARI
LJN/NES

T & C is once again open for business! In T & C 2, all of the great surfing and skateboarding action you remembered from the first game, is back in this fantastic sequel. Play the part of the thrillin' surf-finest gorilla as you hang 10 through the lands collecting coins in order to buy better equipment. Then head out to the beach for some serious surfin' fun! T & C 2 will be coming at you in '92!

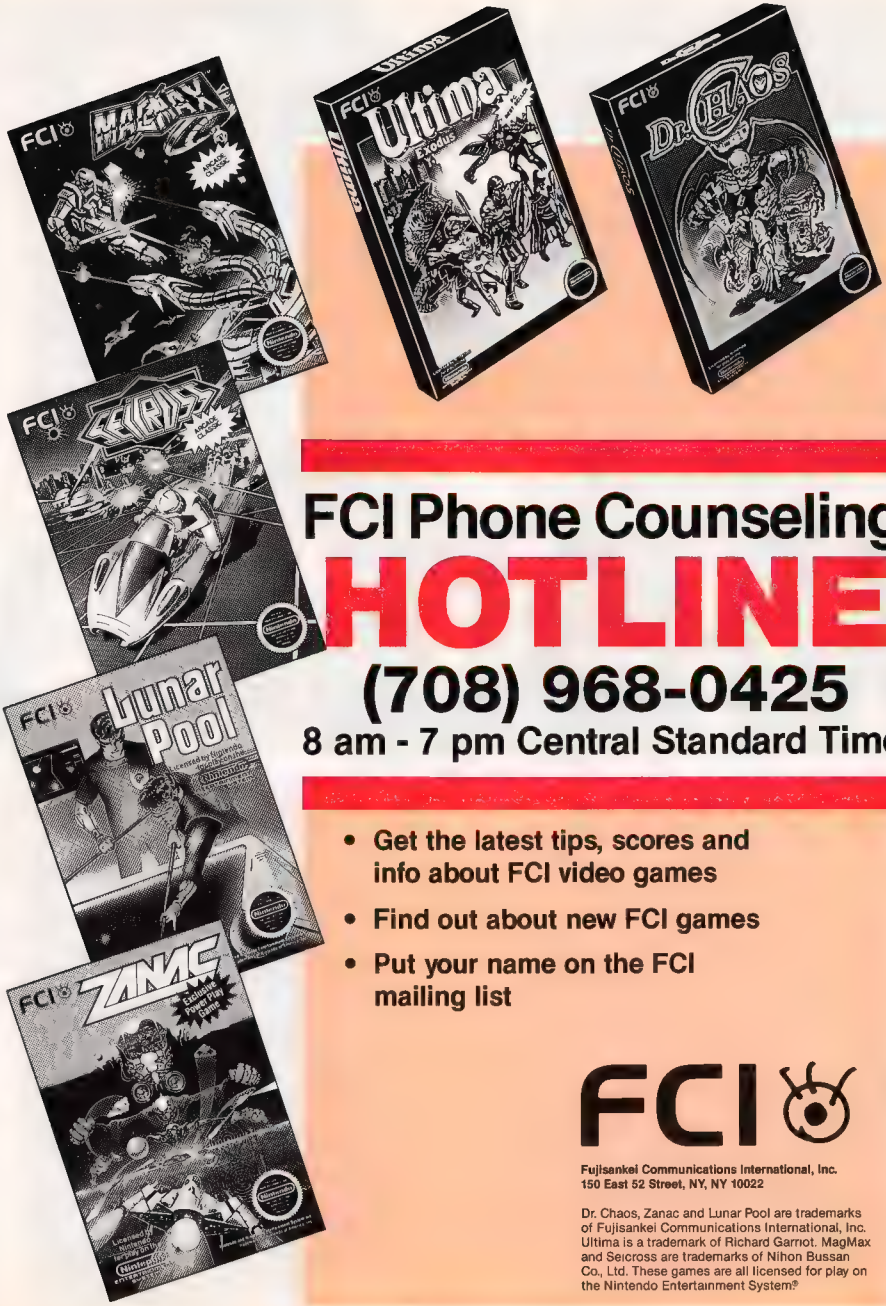






The adventure has doubled since the first. All new landscapes to skate through and new dangers lurking in the water are just a few of the items that make T & C 2 so much fun!

NEXT WAVE



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IS IS STAR CONTROL.™ The first 12
gabit game. In a word *GamePro* calls it
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warrior—fighting in
a galactic war of
epic proportions.



Explosive combat in the 27th century.

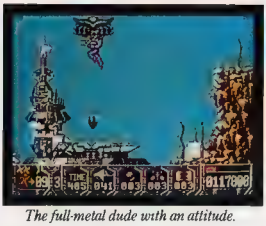


WHOLE NEW

IS IS HARDBALL!™ The first eight
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HardBall! puts you in
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1 million fans can't be wrong.

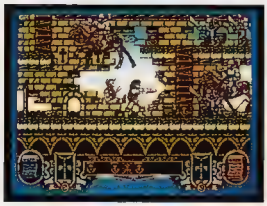




The full-metal dude with an attitude.

THIS IS TURRICAN.™ The most destructive force since RoboCop™ and Terminator.™ In your Chromidium armor, you challenge evil with the most devastating arsenal of firepower in the galaxy. *Mega Play* calls it "the ultimate action game for Genesis. There's a huge variety of weapons and techniques you must master to beat this challenging and great playing cart…I love this game!"

V WAY TO



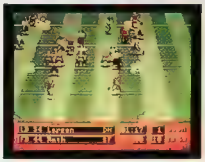
Do battle in 256 medieval locations.

THIS IS ONSLAUGHT.™ An enormous universe of magic and might. *Electronic Gaming Monthly* calls it "beautifully detailed." *High End* says that "there is so much action being thrown at you at one time, that it makes the name of the game highly appropriate." You are cast in a barbaric struggle across a medieval wasteland. A bloodthirsty rabble has ravaged your kingdom. Now you must reclaim it.

THIS IS MIKE

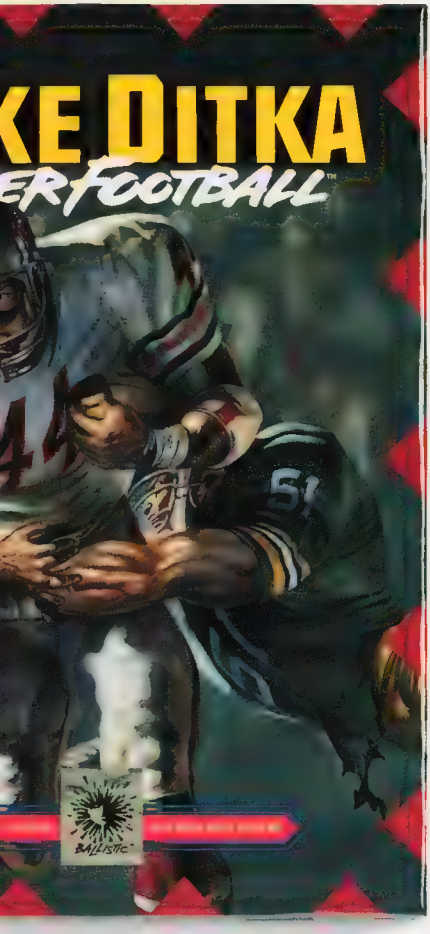
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Explosive combat in the 27th century.





The full-metal dude with an attitude.

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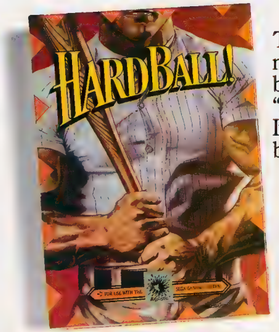
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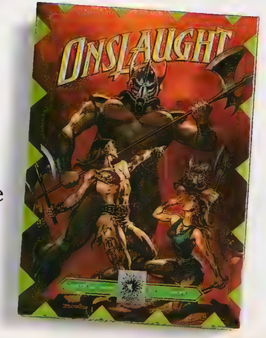
the boundaries of graphics, sound, animation and playability. Five new titles. Five new ways to experience everything your Sega® Genesis® system was meant to be.



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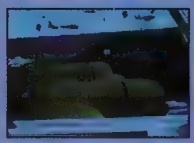
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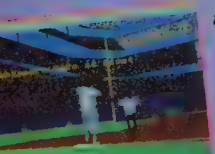
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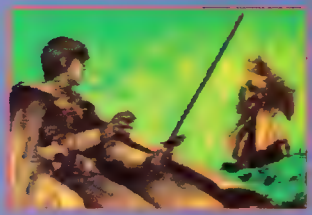
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The Mistress Of The Wind Will Blow Your Mind.



The year [illegible] a distant galaxy, a monstrous entity hatches and waits. The mighty Hastur lives to destroy, with the power to obliterate a planet. On Earth, he is worshipped by a cult called the Hastur Group. They intend to bring Hastur to Earth to wipe out civilization and begin a new [illegible] — initiated by the cult of Hastur! To summon Hastur, they plan to use the Empire State Building as a sacrificial [illegible]. The only one who can stop them is Annet, a young sorceress from the mountains of Peru, who has telepathically harnessed part of Hastur's power. She controls the elements of the air, possessing the magic of El Viento… [illegible] But the Hastur Group has enlisted the gangsters [illegible] Marco, supreme underworld kingpin. Your [illegible] the speakeasies, [illegible] streets and [illegible] of New York, against a merciless and [illegible] mob. [illegible] to witness the mind-boggling elements [illegible]

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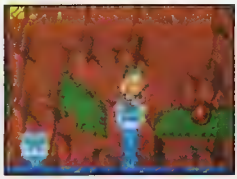
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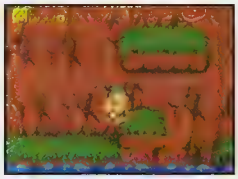
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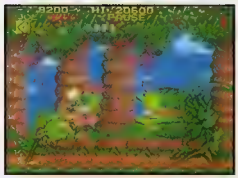
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JOE AND MAC
Data East/Super NES

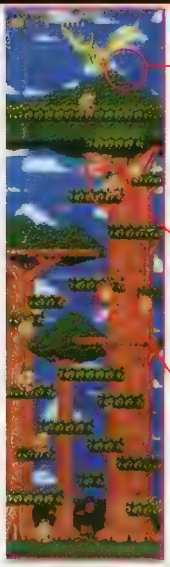
Meet Joe & Mac - two crazy cavemen dudes out to romp around the land! Joe and Mac must travel through the brightly colored lands to save Joe's girlfriend whose been held prisoner by a dinosaur. Battle the strange enemies and bosses to save her. A 2 player option makes it even more fun!

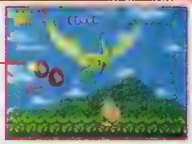




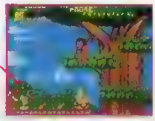


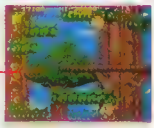
The landscapes are filled with hazardous terrain and tons of monsters to destroy. The bosses at the end of each round are large and tough. Use your weapons to cut them down to size!





The Pterodactyl Boss!

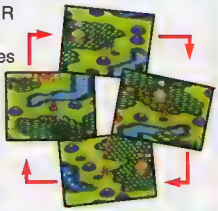


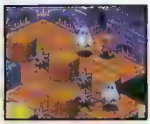


Knock out the bee hives in the trees for bonus points!

EQUINOX
Sony Imagesoft/Super NES

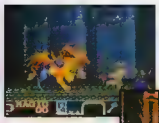
Equinox is new adventure game for the Super Nintendo. You must journey through strange worlds and rid the land of evil. The most unique features in the game is the rotation of the screen with the L and R buttons! You stay still while the screen rotates around you!

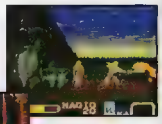




MAGIC SWORD
Capcom/Super NES

Another surprise that Capcom has for us is the arcade hit - Magic Sword. We have learned that this game will be announced at CES and it is scheduled for a March/April 1992 release!





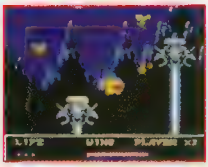
Check out this huge boss!

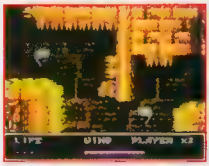


The enemies are fast and furious!

GARGOYLES QUEST
Capcom/Nintendo

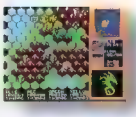
Capcom won't be abandoning the old NES in the near future! Another Capcom CES secret CES introduction will be a NES version of the hit Game-Boy cart! If Turner can colorize movies, Capcom can colorize GameBoy carts!



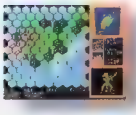


THE ULTIMATE STRATEGY SIMULATION GAME IS YOURS TO EXPERIENCE!











Gaya, king of the Dark World, summoned five of his loyal subjects — a fierce warlock, a sorcerer with healing powers, an evil wizard, Nechromensa the master of chaos and confusion, and Samona, who possesses power over all good and evil subjects. Gaya looked over his five masters of magic and spoke: "The time has come to choose a new king, but only one of you will reign. You will use your magical powers to create fighting monsters and ultimately you will live or die. Whoever remains will conquer and inherit my kingdom. Though you may win or lose, each of you must fight to the end to be worthy of ruling my kingdom."

After Gaya spoke, he pointed to a door behind the five masters of magic. "On the other side of the door, I have created a world of the Master of Monsters," roared King Gaya. "Go and fight to your victory!"

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GENESIS

MASTER OF MONSTERS IS A TRADEMARK OF TOSHIBA EMI AND IS LICENSED FOR PLAY ON THE SEGA GENESIS SYSTEM © 1991 RENOVATION PRODUCTS INC. SEGA AND GENESIS ARE TRADEMARKS OF SEGA ENTERPRISES LTD. RENOVATION PRODUCTS, INC. IS A SUBSIDIARY OF TELENET JAPAN LTD

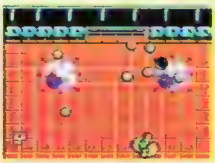
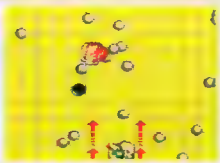
CIRCLE #113 ON READER SERVICE CARD.

BALLISTIX
NEC/TurboGrafx-16

It is the future. All forms of combat are done in the Ballistix arena. Creatures from all over the universe come to watched these exciting games. Ballistix is the newest game from NEC. It features digitized voices of the referee, fast paced action, and enough levels to keep you busy for quite a while!



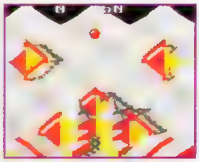


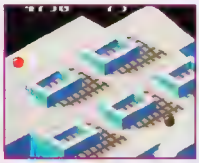
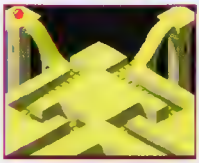



MARBLE MADNESS
Electronic Arts/Genesis

Marble Madness has finally made its way to the Genesis! All of the levels have been faithfully reproduced on this new cart. You play the part of a marble and you must make your way through the twisting and turning levels. There are many traps and enemies to avoid, like the vacuums and the acid. Join up with a second player for even more fun!



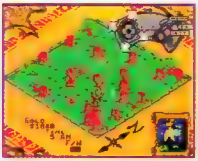
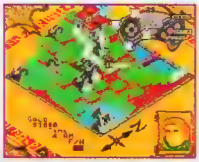


RINGS OF POWER
Electronic Arts/Genesis

Take on the adventure for the sacred Rings of Power. 500 years ago, they vanished without a trace in the last cataclysm. Buc, your sorcerer, must take this perilous journey to find the Rings of Power. This game features a unique 3/4 overhead perspective of the game. Rings of Power will be available in late January '92




Return of the Swordsman

Ys III™

Adol, the hero of Ys, has returned for his greatest challenge!



With his traveling companion, the ex-thief, Dogi, they set out to destroy an evil force that has entered the Kenai Region. Dogi's hometown of Sarina lies in the heart of the invaded realm and the Wanderers are ready for action!

Join them as they battle the forces of darkness in lands filled with mystery and menace. Go from the top of a blizzard swept peak to the core of a volcanic dungeon. Arm yourself with a variety of magical weapons and potions to conquer the wicked army of the night. Unlock the secrets of the malevolent force that is guiding the evil warriors of the Dark World.



RENOVATION

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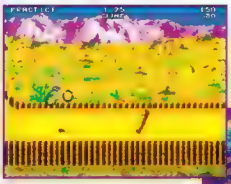
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CALIFORNIA GAMES
Sega/Genesis

Even though summer is past, you can still play your favorite summer type of games will California Games for the Genesis. Originally out for computer owners, it was then translated for the Lynx. Now, all five events are back; BMX racing, footbag, surfing, skating, and the halfpipe. Don't let the Winter blahs get you down, try California Games for your Genesis.











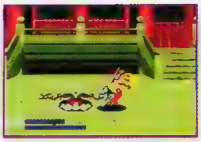






FIGHTING MASTERS
Treco/Genesis

Sometime in the distant future, an evil mastermind named Lord Valguas wanted control of the twelve orbiting planets. He thereby challenged the leader of each planet to a game of death. If the opponent lost, Lord Valguas would own the planet! Fighting Masters has twelve different leaders to fight with. Fighting Masters will be available in February '92.



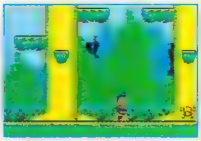


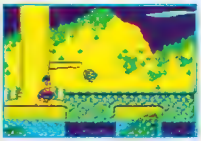




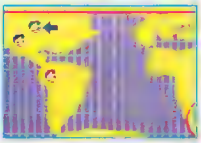
DONALD DUCK
Sega/Game Gear

Donald Duck is now available for the Game Gear. Uncle Scrooge's Lucky Dime is missing and it's up to Donald and his nephews; Huey, Dewey, and Louie to retrieve the dime and stop Magica DeSpell before she can steal again! Travel through many strange lands to collect money and find Uncle Scrooge's dime. Available by February from Sega.







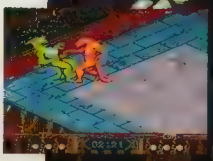


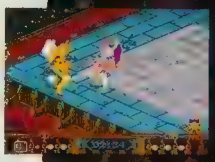
Beast Wrestler™

WHEN THESE MONSTERS CLASH THE EARTH TREMBLES

Scientists of the future have developed the ultimate in sports combatants - the Beast Wrestlers. Control your choice of man-made giants in matches that pit fang vs. claw and armor vs. fur! Train your behemoth in combat tactics and supply it with the latest in wrestling weaponry before taking on the veteran monsters.

It's a no-holds-barred battle quest as you strive to defeat fellow mutations in the wildest event ever held in an arena! Crush all contenders on your way to the International title of Supreme Beast Wrestler!







- Pick from a variety of weird and powerful Super Beasts.
- Dethrone the domestic champion to go after World-Ranked players.
- 1 or 2-Player blockbusting action!
- 8 Meg Power!

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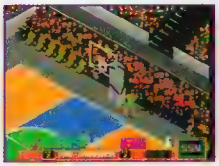
SEGA GENESIS 16 BIT CARTRIDGE

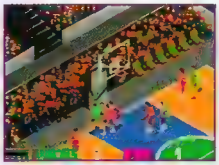
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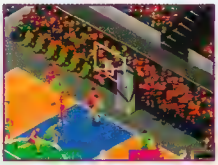
DAVID ROBINSON'S SUPREME COURT
Sega/Genesis

Sega has created a new basketball game starring David Robinson of the San Diego Spurs. Go head-to-head with a friend, or play against the computer for a tough challenge. The diagonal views of the court are very unique as the switch when you pass the center line. David Robinson's Supreme Court will be available in '92.

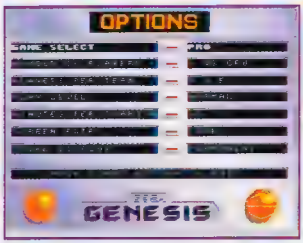












The option screen allows for many different variations to the game. You can change the number of players on a team and even change the length of each quarter!



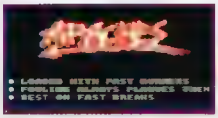
David Robinson discusses the first half of the game with the announcer.



The Lions have a great defense, but a weak offense!



The Tomcats have good ball control, but lack in speed!



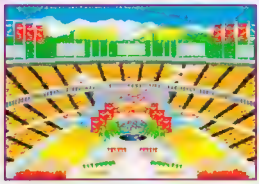
The Apaches have fast runners, but fouling always plagues them!

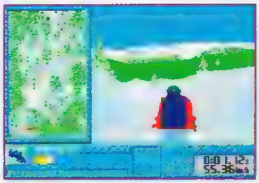


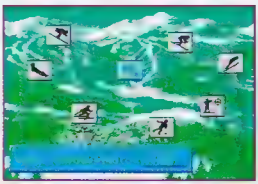
The Bears have great shooting, but they have no defense.

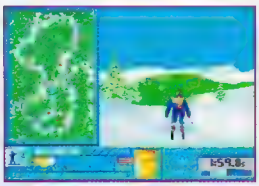
THE GAMES : WINTER CHALLENGE
Accolade/Genesis

Just in time for '92 Winter Olympics, Accolade has produced The Games: Winter Challenge. Take part in all of the games the rest of the world will; such as the bobsled, downhill skiing, the loge, and many others! Challenge the computer, or go against another player for more fun! The Games: Winter Challenge will definitely please any olympic hopeful!



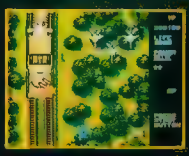






VAPOR TRAIL™

That's All Your Enemies Will See.



It's 1999. A terrorist group called DAGGER is holding the entire planet hostage, under threat of using nuclear bombs to destroy the world's great cities. Your elite Special Forces air unit, code-named VAPOR TRAIL, has been called in to engage and destroy the terrorist armada on land, at sea, and in the air. Choosing from three ultra-sophisticated jet fighters, you will fly your mission solo, or in tandem with your buddy in his own awesome superfighter. You must end this terrifying nuclear siege of the planet...or we all turn to ash!









RENOVATION PRODUCTS™

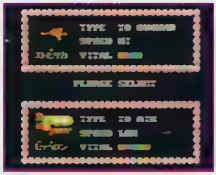
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BATTLEWINGS
Sage's Creation/Genesis

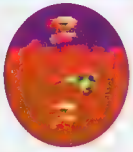
Sage's Creation's newest game for the Genesis is called Battlewings. Previously known as Steel Empire, Battlewings offers a different type of action game for shooter fans. Pilot either an airship or a single propeller fighter through the levels and take on the huge bosses at the end of each round. Battlewings will be available in '92!







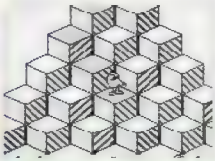




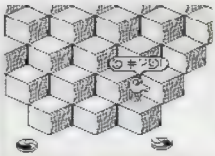
Q-BERT
Jaleco/GameBoy

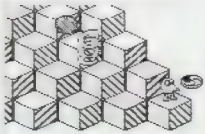
The ever popular Q-Bert has found a new home within the GameBoy screen. Although the pyramids are quite large, the screen scrolls smoothly to reveal more as you go! Also, Coily, the bouncing snake, is here as well! All the levels are here, including some bonus stages! Q-Bert will be available by February '92!









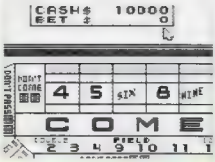


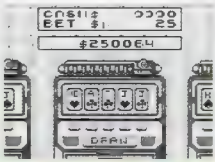
HIGH STAKES
Electro Brain/GameBoy

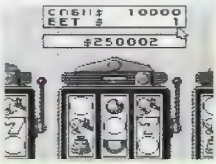
Round up all your cash and get ready for some of the most realistic gambling action this side of Las Vegas. Try your luck at blackjack, video poker or a couple different kinds of slot machines. It's addicting and since it's for the GameBoy, you can drop a few coins into the one arm bandit even when you're on the go!











AMERICA'S GETTING A NEW GRIP ON GAME BOY.



Introducing the Game Boy® Bodyguard™ Sure•Grip Protective Cover. The cool new way to get a better grip on everyone's favorite hand-held electronic game.

The Bodyguard is a smart looking, stretch rubber shell that fits over your Nintendo® Game Boy, while allowing total access to controls, screen and cartridge. It improves player "hand-feel" and protects your Game Boy against bumps, drops, dust and scratches... both in-play and in backpacks. It's the one accessory a Game Boy should never be without.

The Bodyguard is available in three Game Boy coordinated colors... black, grey and fuchsia. Look for it in the Nintendo section in stores everywhere.

And enjoy a new grip on Game Boy, today.



Bodyguard is designed in Game Boy coordinated colors...black, grey, and fuchsia.

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meliconi

BODYGUARD™

SURE·GRIP PROTECTIVE COVER

CIRCLE #210 ON READER SERVICE CARD.

LIGHTNIN
TW

Create a World



ActRaiser! Awesome arcade-style graphics backed by monster symphony sound. So you think you've seen all the action? We'll see, hotshot. Finish our U.S. 16-bit blockbuster before 1992. We've drawn a line in the dirt, dare ya to cross it!

ENIX AMERICA CORPORATION

Licensed by Nintendo

SUPER NINTENDO ENTERTAINMENT SYSTEM

G STRIKES
ICE

or Just Rule It

LOOK FOR DRAGON WARRIOR III IN EARLY '92



Dragon Warrior III. We make the challenge. You make the choice. Caution. Only the most skilled will be able to resist asking for parental assistance. If you think RPG means Radical Playin' Game, this one's for you.

Nintendo ENTERTAINMENT SYSTEM®

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CIRCLE #171 ON READER SERVICE CARD

TRICKS OF THE TRADE

TOP SECRET VIDEO GAME TRICKS, CODES AND STRATEGIES

STREET FIGHTER II: THE WORLD WARRIOR

(Capcom/Coin-op)

Fight Ryu versus Ryu - Here is the first arcade coin-op trick to be published in yours truly - EGM! In the coin-op smash, Street Fighter 2: The World Warrior, you can fight against yourself as Ryu versus Ryu! To perform this awesome trick, play as any character and fight to Ryu. Once you reach Ryu, let him win. When the counter appears, press the 2P start button (have a credit ready). Now pick Ryu at the character select screen and get ready for a confusing battle! You will be the Ryu on the right (Player Two). The Ryu on the left is computer controlled. This happens because Ryu is the default 1P character if 2P joins in after 1P loses, even if Ryu was defeated once before. It is not possible to do this trick with anyone else.



RYU vs RYU!

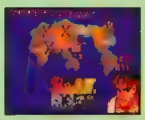


Use any World Warrior to fight your way to Ryu in Japan.



Let Ryu stomp your face in the turf, no matter what.

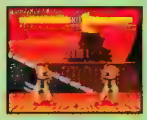




Continue as player two and pick Ryu to be your fighter.



It's Ryu vs Ryu! Get ready to fight the strangest battle yet!



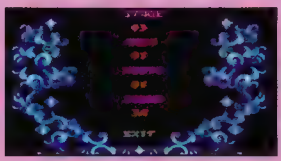
Perhaps, if you can keep from getting confused, you will win.

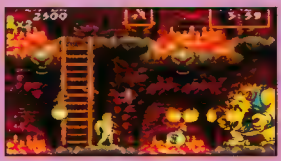
SUPER GHOULS 'N' GHOSTS

(Capcom/Super NES)



Stage Select and Sound Test - First make sure you have controller 2 plugged in. Go to the option screen and move the cursor to the exit. Now instead of exiting, hold button L and START simultaneously on the second controller and press START on the first controller. You will find yourself on a special screen in which you can select stages, areas, sound effects and music. This will help you get past the stages that you have trouble on, and will even let you fight the last boss right away!



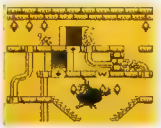


IT'S 2 EXCITING 2 MISS.





It's twice the fun. Twice the thrills. Twice the craziness. That's right, it's The Bugs Bunny Crazy Castle 2. But Bugs isn't getting the royal treatment. This "looney" new adventure on the Nintendo® Game Boy® has Bugs being chased by the whole Looney Tunes gang. The Tasmanian Devil, Yosemite Sam, Wile E. Coyote and other crafty characters. There are 28 huge and multi-level rooms. Giant catapults. Invisible traps. Awesome sound. More than enough to keep you and Bugs hopping. Will Bugs succeed in his crazy attempts to rescue Honey Bunny? If you're a Game Boy® player, that's up to you. Their future is in your hands. So the sooner you start the better. The Bugs Bunny Crazy Castle 2. Even better the second time around.





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KEMCO SEIKA

CIRCLE #211 ON READER SERVICE CARD.

ROAD RASH

(Electronic Arts/Genesis)

Level Codes - Here are codes for the Sega Genesis game, Road Rash! This will give you the top bike and a large sum of money for each level. The code for level 5 will give you the best bike money can buy (like the others) but also over $60,000 dollars. The codes are as follows:

Scott Siouson
Fayetteville, AR



NOTE: The red 0's are zeros

Level 1

00000 07DJ1
12G9A 1786E

Level 2

00000 07O71
13IJJ 2N7SR

Level 3

00000 07QF0
03JS3 37GL5

Level 4

00000 083O0
12NIK 473FC

Level 5

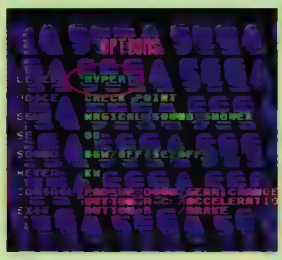
00000 083S1
12K38 5782A

OUTRUN

(Sega/Genesis)

New Difficulty Level - To give this race game a lot more challenge, press the C button 10 times before selecting the options screen. Now when you select the options screen, you will discover a new difficulty level. After "Pro" there will be a level called "Hyper". You will be able to accelerate faster if you choose this option!

Raymond Zaborowski
Piscataway, NJ



ROAD RASH

(Electronic Arts/Genesis)

Unlimited Money - This password will start you on the fourth level with over 7 million dollars in your credit account. Now you can buy any bike before any race to suit your needs and never have to worry about having enough money. The password is as follows:

Chris Szarek
Chicopee, MA

NOTE:The 0's are zeros

34441 01MS0
NV8UC 3QJ8R



Either crash your bike, get caught by the cops or finish the race and you will be able to see your cash and then buy your bike!







SUPER NINTENDO

THE YEAR OF THE DRAKKHEN.



This is the year of Super NES.™ The year some of the best RPG players may go down in flames. Because this year you will enter the world of Drakkhen.



You've confronted many monsters before. But never fire-breathing beasts of such scorching realism. Over 50 giants and winged beasts in spellbinding 3-D. You've journeyed in other mystical lands. But none with scrolling, 360° landscapes with panoramic views. Horizons change from day to night before your very eyes.

In your quest to restore world peace, you will learn many powerful spells. Prepare for battle by collecting weapons and magical objects. But nothing will prepare you for the special effects, the eye-popping graphics, the stereo digital sound experience. Drakkhen. It's the Super NES game of the year. The role playing challenge of a lifetime.





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KEMCO-SEIKA

CIRCLE #211 ON READER SERVICE CARD.

QUAD CHALLENGE

(Namco/Genesis)

Passwords - Here are some cool passwords for that challenging race game, Quad Challenge.

RACE

5. 9F2J
6. 13RB
7. PNF5
8. CR11
9. 5JE8
10. 8SWG
11. HGLY
12. Q44E
13. WHCM
14. TVGZ
15. SNDN
16. B16A

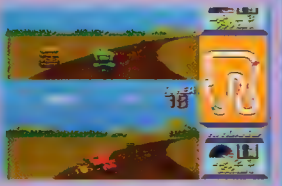
HARD LEVEL RACES

2. LTR9
3. 693F
4. VJSU
5. TENF
6. ERU7
7. DH2F
8. YZ25
9. AGT3
10. PB4V

Michael Ledesma
Austin, TX







BATTLETOADS

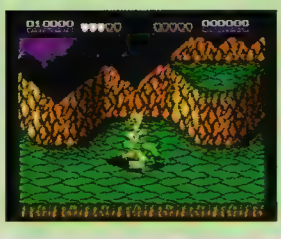
Tradewest/Nintendo)

Game Genie Code - The following code requires that you have a Game Genie peripheral for your NES. This code will let you kill your enemies with one hit, for your Battletoads cartridge. Enter the code as follows:

GXEILUSO

Now press START on your controller and you will be able to take out your enemies with ease!

Debbie Sutton
New York, NY



IMPOSSAMOLE

(NEC/TurboGrafx 16)

Level Code - Is Impossamole becoming just a little impossible? Well, its time to reveal a code that will let you jump to other levels and even on to the alien planet!

Just go to the password screen and enter this code to really storm through this game!

Benjamin Conradi
Thousand Oaks, CA

9HX4YI5HGDHR











We Took Some Of The Worst Garbage On TV And Turned It Into A Great Video Game.

You've seen the show, now play the game. The new video game based on the thrilling adventures of *Captain Planet*™ *and The Planeteers*.™ Instead of just watching this superhero stop pollution, end ivory hunting and save the dolphins, now you can actually help him. Using the Planeteers' special powers of Earth, Fire, Water, Wind and Heart, you and Captain Planet will use the Geo-Cruiser,™ Eco-Copter™ and Eco-Sub™ to battle hideous villains like Verminous Skumm™ and Sly Sludge.™ 10 challenging levels of play. Get your copy today, and put a stop to this mess.



Available for NES.

MINDSCAPE
A SOFTWARE TOOLWORKS COMPANY

Available at Babbages, Captron, Childworld, Electronic Boutique, Fred Meier, K-Mart, Kay Bee Toy, Sears, Software Etc., Target and Toys R Us.

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CIRCLE #157 ON READER SERVICE CARD.

THE IMMORTAL

(Electronic Arts/Genesis)

Passcodes - If you are having trouble getting through this incredible adventure, just turn to these passcodes to advance up to higher levels. These codes take you to the beginning of the level with the right equipment.

Robert H. Bierasinski
Erie, PA

Level 2 cddff10006f70
Level 3 f47ef21000e10
Level 4 8fdfe31001eb0
Level 5 94bfb43000eb0
Level 6 563ff53010a41
Level 7 c250f63010ac1
Level 8 e011f730178c1

Remember: All the 0's are zeros



Incredible action packed levels await you in your quest!





CENTURION: DEFENDER OF ROME

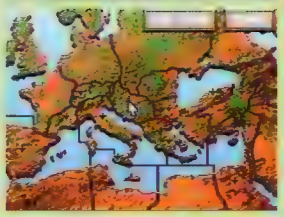
(Electronic Arts/Genesis)

Passcode - Enter this code on the save game screen to have control of many ancient countries and 1 fleet of ships.

Tony Bonadio
Collierville, TN

BN4Q AUIV W6IQ
ZCA5 555S 73IJ





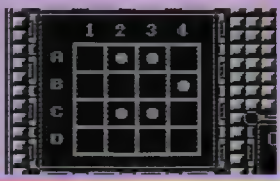
MEGAMAN

(Capcom/GameBoy)

Secret Password - Here is an easy way to get into Dr. Wily's lab. Select the password option and put in this code:

A2, A3, B4, C2, C3

Joey Giliberto
Riverside, CA



ROGER CLEMENS MVP BASEBALL

(LJN/Nintendo)

World Series Code - To start in the world series, enter the password with all B's except for the last three letters which are LJN.

Paul Dunscomb
Longwood, FL



WIN A FREE GAME FROM EGM!!

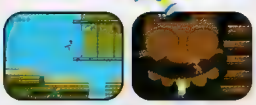
We want you to play like a winner, and we're ready to pay! Give us your tips and clues, your secret continues, level selects, power-ups, passwords and codes! If we print your tip, we'll give you credit in these pages as well as a free game of our choice (you can pick the system*)! Get the best tips anywhere and get a great game as well from the magazine that's first with the best secrets on all the game systems - EGM! Mail tips to: Tricks of the Trade, Sendai Publications, 1920 Highland Ave. Suite 222; Lombard, Il. 60148.

Sendai Publications, Inc is not responsible for the submission of similar or identical tips, and is not obligated to award the game carts to those people who submit information that has already been printed or was previously located by the staff of the magazine or any affiliated publication or media source. In the case of two identical tips being submitted, the first tip received will be chosen as the winner. Final selection of games is up to us. * The allowable game systems are: S-NES, NES, GameBoy, Genesis, SMS, Game Gear, TurboGrafx and Lynx. Void where prohibited by law.

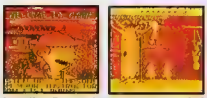
IT'S BARTMANIA
FOR YOUR NES™ AND GAME BOY®!

Gangway, man! It's Bartmania three ways for your [NES] and [Game Boy]! Looking for some wild [Radioactive Man] [Krusty Doll]? Then help [Bart] save Springfield from the [alien] in [THE SIMPSONS™ BART VS. THE SPACE MUTANTS™] for your NES.™ For Simpsons™ antics on the go, join [Bart] as they fight for their lives in [BART SIMPSONS™ ESCAPE FROM CAMP DEADLY™] run by [Sideshow Bob]. Look for Bart as [Bartman], [Homer] and [Maggie] in their all-new NES™ adventure [BART™ VS. THE WORLD™]. It's all-out mayhem around the [globe] from [Egypt] to [HOLLYWOOD] as Burns and Smithers try to get rid of the Simpsons™ once and for all. Don't let that happen ... Save Springfield ... Save the Simpsons™... Save the World ... Keep





Homer has his hands full vacationing at the Krusty Sphinx but maybe Bartman can save the day in "Bart vs. the World" for your NES!



Ironfist Burns has some special plans for his "happy campers" in "Escape from Camp Deadly" for Game Boy!

KEEP BARTMANIA ALIVE!

Only Bart can save Springfield from the alien invasion in "Bart vs. the Space Mutants" for your NES!

BUY THESE GAMES!



Acclaim entertainment inc

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the $10,000.00

Stormlord™ Nightmare!

TIPS AND HINTS FOUND EXCLUSIVELY IN DEC. & JAN. EGM!



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1st	$5,000 CASH
2nd	All expense paid trip to the Summer '92 Consumer Electronics Show® in Chicago
3rd	Sony™ 19-inch Trinitron™ TV
4th	Sega™ Genesis™ CD Player (2 winners!)
5th	Sega™ Genesis™ Systems w/games (4 winners!)
6th	Sega™ Genesis™ Arcade Sticks™ (5 winners!)
7th	1 Year EGM Subscriptions (20 winners!)

ENTRY RULES:
Entry must be accompanied by photograph of entire high score screen displaying entrant's high score along with entrant's name, address and telephone number. Score must be completely legible. Entries and photographs become the property of RazorSoft and cannot be returned.

Entries must be postmarked no later than January 31, 1992 and mailed directly to:

RAZORSOFT STORMLORD CHALLENGE
7416 N. Broadway
Oklahoma City, OK 73116

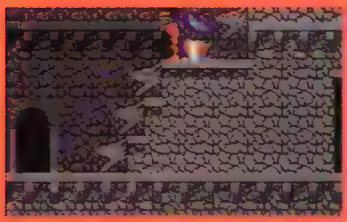
Absolutely no late entries will be accepted! In the event of a tie, winners will be selected by random drawing by the accounting firm of Deloitte and Touche.
Winners will be required to sign a personal release for publicity purposes. Employees of RazorSoft, Electronic Gaming Monthly, Sendai Publications, Warner Publishing Services, their associated entities and families are not eligible. Offer void where prohibited.

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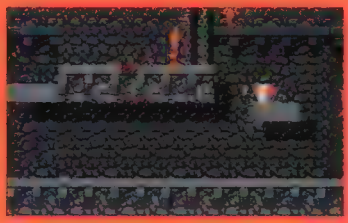
NOT FOR PANSIES!

WINNING SECRETS!

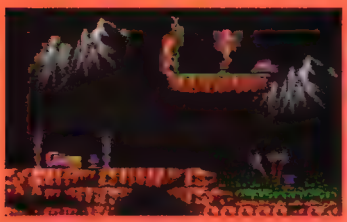
HERE ARE THE CODES & TIPS TO GUIDE YOU THROUGH 10 MASSIVE LEVELS OF FINGER SMASHING ACTION!



In Stage 2, stand on the left tip of the boots when trading water for the boots and you won't get burned to a crisp by the gargoyles.



In Stage 2, to rescue the fourth fairy, trade the boots for the key then go to the right, open the door and jump over the bees to get the fairy.

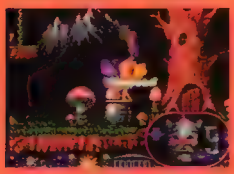


In Stage 6, it seems like the fairy can't be rescued, but if you simply touch the left chain from the outside you will set the fairy free.



In Stage 7, to rescue the second fairy, touch the left chain from the outside to get the key, then fall off the ledge and hold the pad to the right to open the door.

EXTRA LIVES!



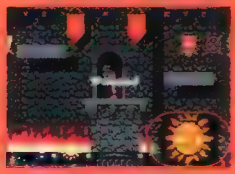
Pause and press A, A, A, A, C, C, B, B, B, C, A, to get an extra supply of lives anytime during the game.

LEVEL SELECT!



Pause and press C, B, B, B, A, A, A, A, C, C, A, A, A, A, to instantly advance to the next level.

MORE TIME!



Pause and press B, A, A, A, C, UP, UP, UP, A, A, A, to reset the time whenever it's about to run out.

For Your Information: In Stage 4, rescue the first fairy then go to the right, pick up the boots, jump on the statue then jump to the left and you will be able to stay off of the screen for a few seconds.

Fun to watch, and even more fun to play. Junction is an action game masterpiece!





JUNCTION™

SIMPLE TO LEARN
IMPOSSIBLE TO
MASTER

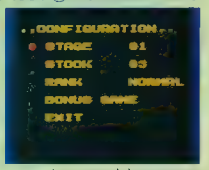
AVAILABLE EARLY
DECEMBER
1991

SEGA™
GAME GEAR™
COLOR PORTABLE VIDEO GAME SYSTEM

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HEAVY NOVA™

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8 MEGA BIT MEMORY



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There is only one objective — to gain the "Heavy Nova" title which is only given to the deadliest warrior in the universe. Can you defeat all challengers to become the Heavy Nova?

Available December 1991

Amazingly Exciting!

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Can you become the "Heavy Nova", the strongest fighter in this whole universe?

CIRCLE #171 ON READER SERVICE CARD.



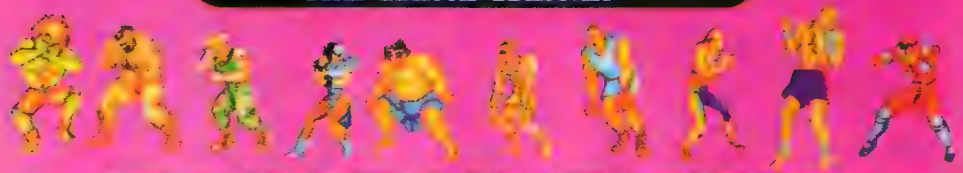
PART

STREET FIGHTER II

The World Warrior

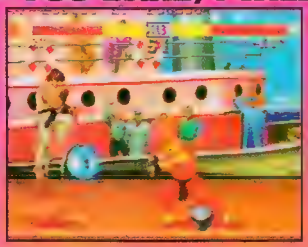
TWO





ATTACK ME IF YOU DARE, I WILL CRUSH YOU.

Finally! The second part of our Street Fighter II segment is here! In these next four pages, we will reveal the awesome moves of Ken, Chun Li, E. Honda, and Blanka. Also featured in this issue are even more highly advanced tips and tricks, some you know, some you don't. First and foremost, you need to learn the strengths and weaknesses of each World Warrior, from special attacks right down to basic defense. Street Fighter II commands brilliance and excellence from all prospective World Warriors, unless you like having your face ground into the turf! So gear up, stretch, and prepare for the next training lesson! Stick to EGM for updates on this great series!!



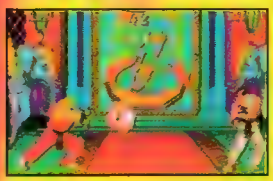
The fireball might be a great long-range weapon, but beware a brutal enemy counterattack if you're too close. You become defenseless for a couple of seconds, so your opponent may jump over the fireball and nail you with a well-timed jump kick.



The weakest special move is the hurricane kick. It has certain advantages, however. In fighting Guile, you can use this move to leap over his Sonic Boom and smash him into oblivion. The easiest defense against this attack is a low fierce.

THE MYSTERY OF THE RED FIREBALL...

Many players have wondered what is so special about the strange red fireball of Ken and Ryu. Actually, nothing! It is just a quirk in the game and acts just like the normal blue fireball. Still, it looks very cool!!





The dragon punch is the most devastating counterattack available to you. It is most effective after blocking an attack or when an enemy is jumping close, as shown. Here, E. Honda gets nailed by a fierce dragon punch.

THE MANY MOVES OF ZANGIEF...

As promised, here are the explanations of the special attacks for the Soviet wrestler, Zangief. Twelve of the thirteen moves are here. You must learn the devastating Screwdriver on your own.

PILEDRIVER L or R P	SPIN PUNCH ALL PUNCH	FLIP THRUST D,DL,DR P
BODY THROW D,DL,DR P	WHIP SMASH L or R K	BACK DROP L or R K
BRAIN BUSTER L or R P	SWAN DIVE U,D P	SHIN DIVE U,D P (near)
WAIST CHOKE D,U P (near)	CHIN SMASH L or R P (near)	FACE CRUSH L or R P (near)

ATTENTION!

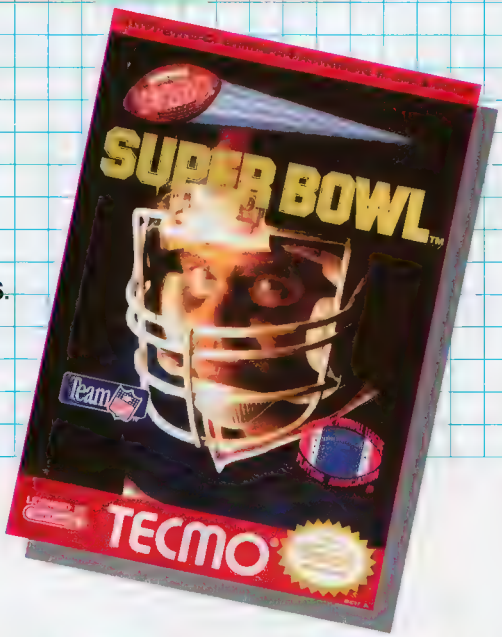
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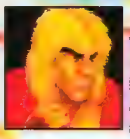
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SHORT KICK 100 PTS	FRONT KICK 300 PTS	ROUNDHOUSE 500 PTS	JAB 100 PTS	STRONG 300 PTS	FIERCE 500 PTS	STAND
LOW KICK 100 PTS	FOOT SWEEP 300 PTS	POWER SWEEP 500 PTS	LOW JAB 100 PTS	LOW STRONG 300 PTS	UPPERCUT 300 or 500 PTS	LOW
JUMP KICK 100 PTS	JUMP KICK 400 PTS	SPIN KICK 500 PTS	JUMP JAB 100 PTS	JUMP STRONG 400 PTS	JUMP FIERCE 300 PTS	JUMP
KNEE SLAM 100 PTS	FLYING KICK 500 PTS	FLYING KICK 500 PTS	FLYING JAB 100 PTS	FLYING STRONG 500 PTS	FLYING FIERCE 500 PTS	FLYING

KEN



Ken is a deadly foe when his berserker rage takes hold of him. His pressing attack is intelligent and vicious.

SPECIAL MOVES

FIREBALL 500 PTS	HURRICANE KICK 400 PTS @	DRAGON PUNCH 1000 or 300 PTS
D,DR,R,P	D,DL,L,K	The Dragon Punch (Sheng Long) is the most powerful attack.

L or R, K		L or R, P
LEG ROLL 1000 PTS		BODY THROW 1000 PTS

SHORT	FORWARD	ROUNDHOUSE	JAB	STRONG	FIERCE	
KNEE KICK 200 PTS	SHIN KICK 300 PTS	HIGH KICK 400 PTS	ELBOW 200 PTS	HIGH PUNCH 300 PTS	MID PUNCH 400 PTS	CLOSE
FRONT KICK 100 PTS	HIGH KICK 200 PTS	ROUNDHOUSE 300 PTS	SLAP 100 PTS	SIDE THRUST 200 PTS	POWER FIST 300 PTS	STAND
SWEEP 100 PTS	REVERSE SWEEP 200 PTS	LOW KICK 300 PTS	LOW JAB 100 PTS	LOW THRUST 200 PTS	LOW THRUST 300 PTS	LOW
JUMP KICK 200 PTS	JUMP KICK 300 PTS	FLIP KICK 400 PTS	JUMP CHOP 200 PTS	STRONG CHOP 300 PTS	FIERCE CHOP 400 PTS	JUMP
REVERSE KICK 100 PTS	REVERSE KICK 200 PTS	FLYING JUMP KICK 400 PTS	FLYING JAB 100 PTS	FLYING PUNCH 200 PTS	FLYING SMASH 400 PTS	FLYING

CHUN LI



Chun Li is the self-proclaimed "strongest woman in the world." Her agility and jumping skills are amazing to behold. She is trying to avenge her father's murder.

SPECIAL MOVES

BODY THROW 1000 PTS	HEEL KICK 200 PTS	JUMP THROW 1000 PTS
L or R, P	D or DL or DR, K	L or R, P

K (rapidly)		D, C, U, K
WIND KICK 500@ PTS		CYCLONE KICK 500@ PTS

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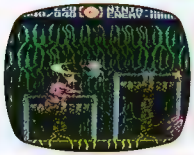
FEATURES:

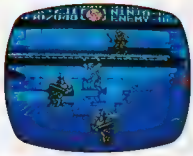
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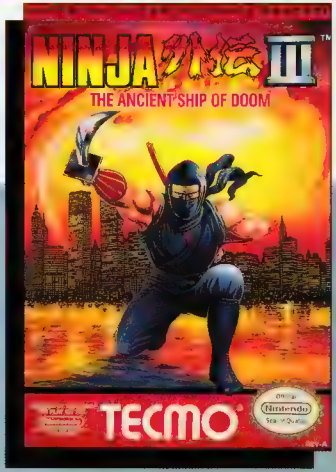
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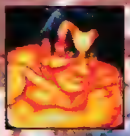
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SHORT KICK 200 PTS	FRONT KICK 400 PTS	ROUND SHIN 500 PTS	MID SLAP 300 PTS	FOREARM SLAP 400 PTS	SUMO CHOP 500 PTS	STAND
TOE KICK 200 PTS	TOE KICK 800(400+400) PTS	POWER SWEEP 500 PTS	LOW SLAP 200 PTS	LOW THRUST 400 PTS	SIDE SWIPE 500 PTS	LOW
JUMP KICK 400 PTS	JUMP KICK 500 PTS	JUMP KICK 500 PTS	JUMP CHOP 300 PTS	JUMP CHOP 400 PTS	JUMP SLAP 300 PTS	JUMP
DIVE BOMB 300 PTS	BELLY FLOP 400 PTS	FLYING KICK 500 PTS	FLYING CHOP 300 PTS	FLYING CHOP 400 PTS	FLYING SLAP 500 PTS	FLYING

E. HONDA



Honda is Japan's number one Sumo wrestler. His long reach and devestating holds are world-reknown.

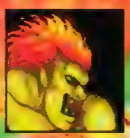
SPECIAL MOVES

BODY THROW 1000 PTS	KNEE SMASH 500+100@ PTS	JUMPING KNEE 500+500 PTS	SUMO CRUSH 500+100@ PTS
L or R, P	L or R, K	L or R, K	L or R, P



SHORT	FORWARD	ROUNDHOUSE	JAB	STRONG	FIERCE	
KNEE KICK 300 PTS	KNEE KICK 800(400+400) PTS	LOW KICK 500 PTS	BACK HAND 300 PTS	BACK HAND 400 PTS	TWIRLER 1000(500+500) PTS	CLOSE
FRONT KICK 200 PTS	SIDE KICK 400 PTS	FLIP KICK 500 PTS	SLAP 200 PTS	CLAW 400 PTS	SCOOP 500 PTS	STAND
SWEEP 200 PTS	REVERSE SWEEP 400 PTS	LOW KICK 500 PTS	LOW JAB 200 PTS	LOW THRUST 400 PTS	LOW PUNCH 500 PTS	LOW
JUMP KICK 300 PTS	JUMP KICK 400 PTS	DOUBLE KICK 500 PTS	JUMP FIST 300 PTS	STRONG FIST 400 PTS	FIERCE SLASH 500 PTS	JUMP
REVERSE KICK 200 PTS	REVERSE KICK 400 PTS	FLYING JUMP KICK 500 PTS	FLYING JAB 300 PTS	FLYING PUNCH 400 PTS	FLYING SLASH 500 PTS	FLYING

BLANKA



Blanka, the wild Brazilian mutant, is arrogant and over-confident. His attacks are swift and deadly, but he harbors some special weaknesses as well.

SPECIAL MOVES

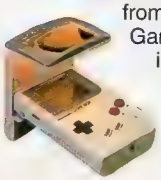
HEAD BUTT 400+400 PTS	CANNON BALL 500 PTS
L or R, P	L, C, R, P



Light Boy is Bound to Attract Attention!



I can't take my **Light Boy** any place without making a commotion. All I wanted was a few private moments on the Game Boy before the offense got off the field; but now I've got these rookies from the other team in here. They like the way **Light Boy** makes the Game Boy screen light up in the dark. The 1½ times magnification is great, too. **Light Boy** is bound to attract attention. Now, how do I get rid of these guys?



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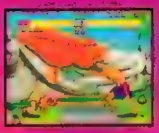
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DHALSIM vs SAGAT

Dhalsim has an easy time with Sagat (and most foes) by punching under his fireball. Sliding works wonders, too. In a pinch, use the Yoga Spear to catch Sagat off guard. Dhalsim is the easiest to master, thanks to his reach.



KEN or RYU vs SAGAT

Ken and Ryu defeated Sagat in the first Street Fighter, but this time, Sagat wields the awesome Tiger Uppercut. If you are lucky enough to block this move, you can drain Sagat's energy drastically with your Dragon Punch or an uppercut.



CHUN LI vs ZANGIEF

Chun Li's best chance against the muscular Zangief is the heel kick. This way, Chun Li can keep moving, lest the big Soviet catch her. Zangief can do a backwards jump kick or punch if he feels Chun Li will try this maneuver. Also, Chun Li and Guile can perform the deadly mid-air body smash, catching their opponent mid-jump and throwing them to the ground. This comes in handy against M. Bison, Vega, and any opponent who loves the jump kick. After getting nailed by this move, they'll think twice.



KEN or RYU vs CHUN LI

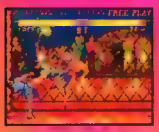
Chun Li is a real sucker for the fearsome Dragon Punch. A fierce uppercut will work just as well, but it won't net as many points. Also, the Dragon Punch has a much better chance of doing double or even triple damage to your foe.



KEN or RYU vs BALROG

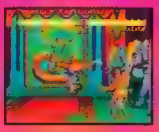
Balrog looks like Mike's (the USA boxer in the original Street Fighter) bigger, older brother! His punches are vicious and fast. His weakness lies in the straight punch, fireball, and jump kick. Watch out for his wind-up back hand punch!





CHUN LI vs VEGA

At first, Vega seems invincible to poor Chun Li. His jumps and attacks seem to overpower her in all respects. Move to the left and wait for Vega to start bouncing off the wall. If you time it right, you can hit him with her roundhouse repeatedly.



CHUN LI vs DHALSIM

Chun Li's most disastrous attack is the Whirlwind Kick. An experienced Chun Li fighter can quickly drain half of your energy with one Whirlwind Kick, and make you completely dizzy at the same time! The best defense is an uppercut.



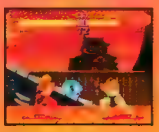
E. HONDA vs GUILE

E. Honda is a rejected character, even though he has many resources available to him. His holds are bone-crushing, his Sumo Slap is deadly, and the Sumo Torpedo is just as formidable as Blanka's Ball Attack. Even his reach is great.



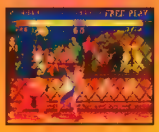
RYU or KEN vs BLANKA

Blanka is a rough customer for anyone except Guile and Dhalsim. Ryu and Ken have an even worse time with him. The fireball and Dragon Punch do great damage to the walking furball. Use Blanka if you want an easy game.



KEN vs RYU

Ken and Ryu are the most completely matched characters in the game. Their attacks can completely cancel each other. Remember, Ryu attacks with patience and technique, while Ken goes into a berserker frenzy.



RYU or KEN vs VEGA

In the battle against Vega, the slow fireball is especially effective (use the jab button for a slow fireball). Try this: knock him down, get close, and hit him with an uppercut as he gets up. For some reason his guard won't be up.



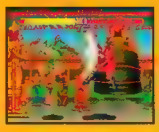
CHUN LI vs KEN or RYU

Chun Li is one tough cookie! She can deliver some quick, powerful blows better than many men. Her Lightning Kick can be sped up by using the Short button to start, then switching to the Roundhouse button. E. Honda is the same.



KEN or RYU vs M. BISON

M. Bison really isn't that strong, he's just fast. His flaming torpedo attack is only deadly when you are dizzy; a straight punch will stop him. The Dragon Punch, a fireball, and the Hurricane Kick are extremely useful against him.



GUILE vs BISON

M. Bison is toast when Guile gets a hold of him! Guile's Somersault Kick nails M. Bison flat everytime! His Sonic Boom is great, too, as well as a his power sweep. Use Guile's mid-air smash, and M. Bison will wish he never met you...

STREET FIGHTER II TOURNAMENTS

Capcom U.S.A. will be holding a California State Street Fighter II Tournament at the end of the year - first prize is a Street Fighter II coin-op! Northern Semi Finals will be held in mid-December at Milpitas Golfland, and then the Southern Semi Finals and California Grand Finals will be held at Yellow Brick Road Family Amusement Center in San Diego on January 3rd and 4th 1992. For more info call the Capcom Street Fighter II Hot Line at (408) 562-9767

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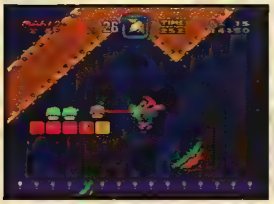
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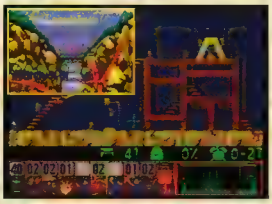


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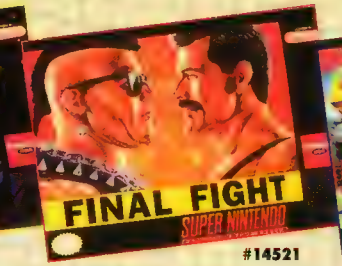
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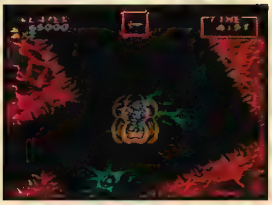
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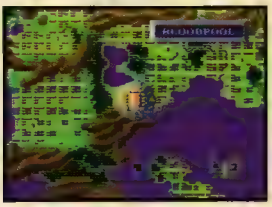
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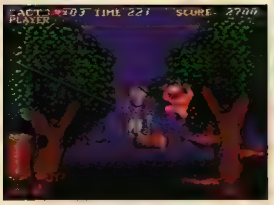
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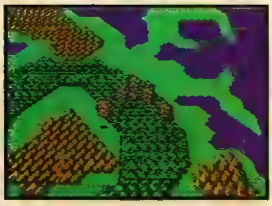
A new twist on your typical role-playing game! Drakkhen invites you into a mysterious world rendered in brilliant graphics that put you in the action! A challenging adventure for the Super NES!













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It's At Electric Avenue - It's Game Boy!



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Game Boy Portable Video Game System

Includes:

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- **Headphones For Digital Stereo Sound!**
- **Game Link For Head-to-Head Competition!**
- **4 'AA' Batteries!**

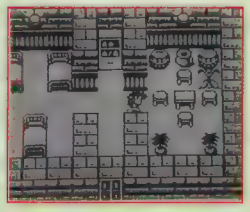
- *Portability lets you play your favorite games on the go!*
- *Responsive controls are built-in to give instant interaction and put you in the game!*
- *Special Game Link adapter lets you connect with a friend to double your fun!*
- *The largest selection of any handheld video game system! More carts available all the time!*
- *Comes with exciting Tetris puzzle game!*



#15435

Sale Price $34.99

Return to the Final Fantasy Legend in this exciting sequel to a Game Boy RPG favorite!





#15452

Sale Price $34.99

Begin a new quest in the land of the Final Fantasy! An all-new adventure filled with challenge and mystery!



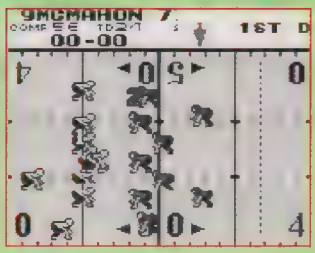
Need Game Boy Video Games?
Electric Avenue Is the Place To Go!



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Sale Price $ 27.99

All the gridiron game play of Tecmo Bowl is now available for Game Boy! Pick your plays and move the ball up field! Even includes intermissions and passcodes for season-long play!





#15411

Sale Price $ 24.99

From passing the puck to shooting the slapshot, Blades of Steel for your Game Boy portable game system has all the great graphics and hot action you could ever want from video hockey!





#15448

Sale Price $ 24.99

The Battletoads are back and better than before in this "toadily" awesome Game Boy version of their popular NES cart! This handheld game has it all - from incredible action graphics to super play technique!

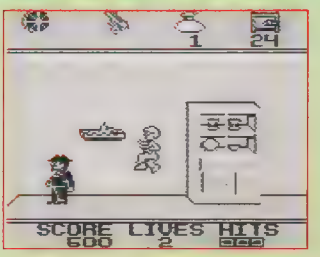




#15414

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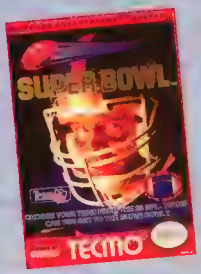
Live the adventure of a lifetime in the Game Boy translation of everybody's favorite film! Guide the movie's half-pint hero throughout his house, laying traps and taking out the bad guys once and for all!



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Baseball, Football, Wrestling and More!

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Intense video football fun fills this super sequel to one of the best sports games ever made! Brilliant graphics, including full screen cinema displays, support the awesome action that comes complete with the real players!

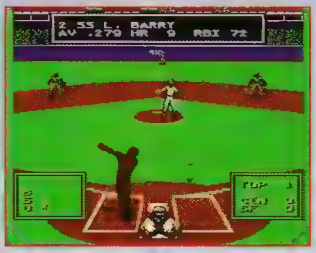


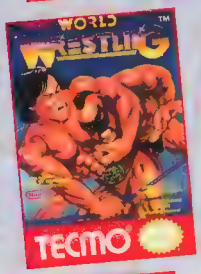


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Play like a pro with this unique baseball simulation. Step up to both sides of the plate as you pitch and hit your way through a full season of hardball! Follow the action with special angles and views that can't be found anywhere else!

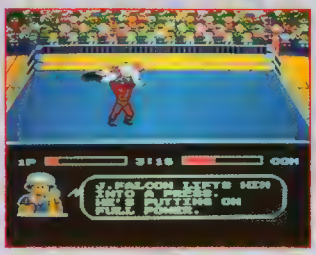




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Step into the ring for hard-hitting wrestling thrills! Master the maneuvers and techniques needed to beat the best opponents from around the world in this exciting NES title! Also includes visual play-by-play of each match!





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A day at the ball park has never been so much fun! Pitch, swing, run and throw the ball alone or with a friend! Sporting colorful graphics and challenging game play, this video baseball is ideal for younger players!



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Shop Electric Avenue For Accessories Compatible With the

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Sale Price $49.99
#14200

The ultimate device for enhancing your NES compatible video games! Connect your favorite NES carts to the Game Genie, access three wishes and modify your games in unbelievable new ways! Comes complete with Game Genie device and code book containing secret Genie wishes that let you add lives, skip levels and increase the playability of most NES titles!



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Turn you NES into a laser firing, voice recognizing super machine with this incredible peripheral from Konami! Used in place of the Light Gun on most gun games, this revolutionary accessory enables your NES to actually understand voice commands! Line up video targets with the unique eyepiece, yell for your attack, and the enemy is history! Amazing and fun!



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An awesome all-purpose joystick for your Nintendo Entertainment System! Guaranteed to pump up the scores on your favorite games, the Zinger is designed for rugged durability and fast-action response! At the touch of a switch you can now activate rapid-fire responses and slow-motion to negotiate difficult areas where play becomes a matter of life and death!

Save On All Video Game Accessories!

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Blazing Stereo Sound!

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Includes Puzzle Game Hit Columns!

Optional TV Tuner!

- PLUS -

A Free Carrying Case

When you buy your advanced Sega Game Gear color portable game system at Electric Avenue, you'll also receive this attractive Game Gear Carrying Case at a ten dollar value! Also keeps your games protected when you're gaming on the go!



Electric Avenue SPECIAL!

#11751



#11759

- PLUS -

Sonic the Hedgehog

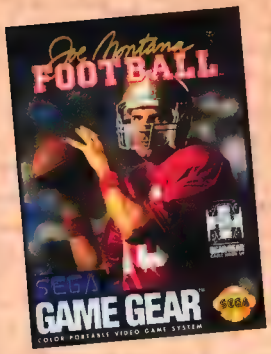
As an extra bonus, when you purchase a Game Gear handheld system at Electric Ave., Sonic the Hedgehog is free through a special mail-in coupon offer! See details in store.



Sale ends January 31, 1992

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Turn To Electric Avenue For the Latest Portable Action From Sega



Sale Price $ 34.99

Now you can bring all the excitement and true-to-life sports action of Joe Montana Football no matter where you go! Colorful graphics and realistic game play are combined into one great package that's sure to please sports fans of every kind! You can even link to Game Gear's for incredible one-on-one action!

11735





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Guide Mickey Mouse on his most amazing quest yet - this time on the go! Castle of Illusion, starring Mickey Mouse, introduces addictive play techniques and fantastic action for your Sega Game Gear system. Portable power has never looked or played as good as it does in this awesome handheld adventure!

11725





Sale Price $ 119.99

Now available at Electric Avenue! Unleash the full power of your Sega Game Gear portable video game system and turn this hot handheld into a full-color television! Receives both VHF and UHF channels when connected to the Game Gear (available separately).

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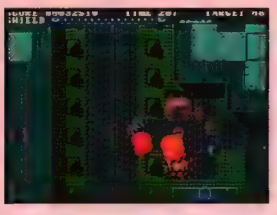
The Best Sega Genesis Video Games At Super Low Prices



Super Buy Price # 12800

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The ultimate tank battle game! Explore the dangers of Granada, collect offensive and defensive weapon enhancements and overpower the enemy! Incredible graphics!

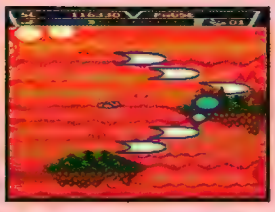




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Blast your way into the future with this dazzling side-scrolling shooter! Select your weapons and power them up as you face overwhelming odds against an alien empire!

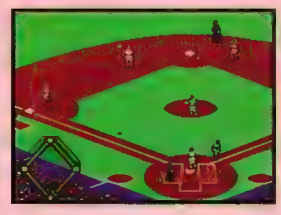


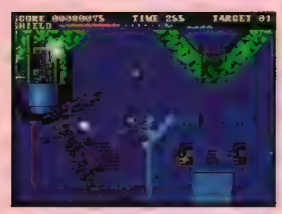


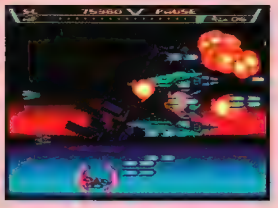
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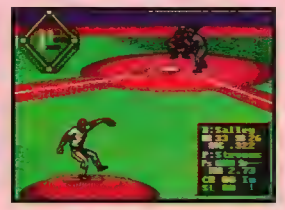
$ 49.99

16-Bit baseball never looked or played so good! Take control at bat and on the mound in this highly detailed baseball simulation! Filled with options throughout!









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16-Bit Action For the Sega Genesis Now At Electric Avenue



Sale Price **# 11869**

$ 44.99

It's up to you to help Donald Duck and his friends over-come the bad guys in this brilliant 16-Bit action title for the Sega Genesis. Gather power-ups and defeat the enemy!



Sale Price **# 11871**

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Incredible graphics and awesome game play fill this sizzling sequel to an all-time Genesis classic! Control the warriors, gather magic and battle alone or with a friend!



Sale Price **# 11863**

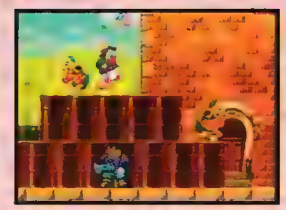
$ 44.99

The hottest street fighting action available for your Sega Genesis! Master the moves of your three heroes and clean the streets in this super punch-em-up contest!







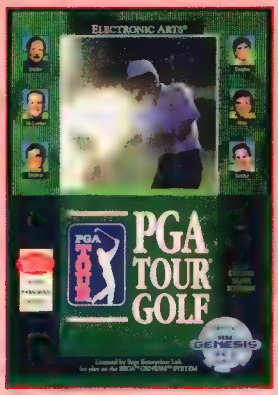






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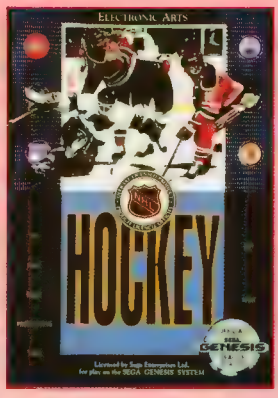
Come To Electric Avenue For the Latest Genesis Sports Action From EASN



Sale Price # 11877

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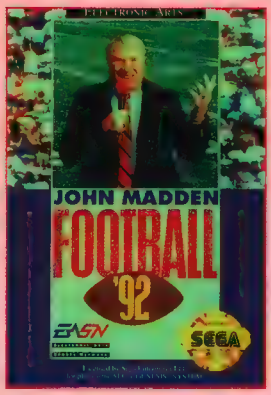
Tee up for one of the most realistic games of golf available on the Sega Genesis! Super graphics and game play let you challenge the greatest courses around.



Sale Price # 11873

$ 44.99

Master your skating skills, pass the puck and slam the slapshot in for a goal! All the thrills and excitement of real hockey are in this great looking, fast playing cart!

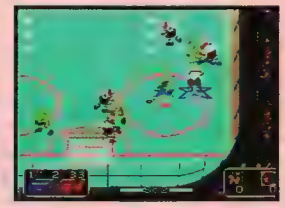


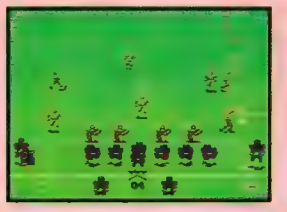
Sale Price # 12802

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The ultimate sequel to one of the best video sports games of all time! Control the weather and other new options as you run, pass and kick your way to victory!













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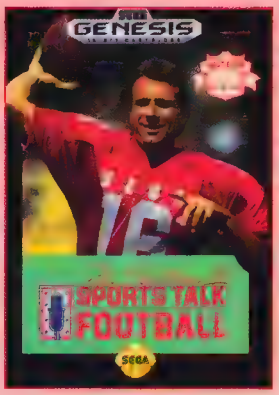
Looking For Variety? Electric Avenue Has All the Hot Genesis Sports Titles!



Sale Price **# 11874**

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Pick your team, pick your players and hit the court for the hottest basketball action around! Practice or play the NBA playoffs in this fast-breaking sports simulation!



Sale Price **# 11887**

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Joe is back and this time he talks! Fantastic graphics from two perspectives as well as exciting new game play are supported by actual voice that gives you the play-by-play!

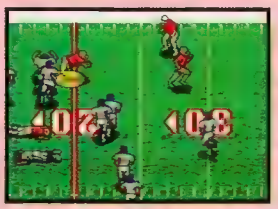


Sale Price **# 11890**

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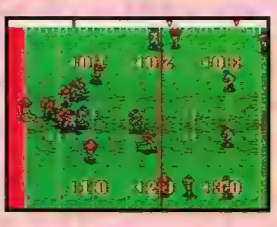
16-Bit sports action like you've never seen it before! Hit the ice with Mario Lemieux and compete against the computer or another player! Even includes fight sequences!













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Score a touchdown! Hit a homerun! Score big with the 16-bit video game system with the most sports games! Sega Genesis!

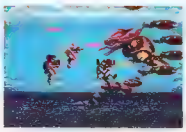
No Purchase Necessary! Contest Ends January 31, 1992.

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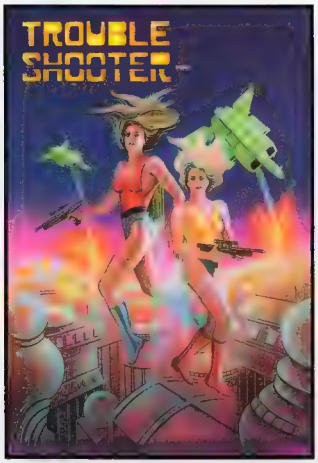
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Getting Into Trouble Has Never Been So Much Fun!

Madison and her faithful sidekick, Crystal, enter a treacherous robotic underworld to rescue Prince Eldon, who has been kidnapped by the mutant military weapons genius, Blackball. Will Prince Eldon survive? Can Madison destroy Blackball? And will the girls safely emerge from Blackball's evil empire? Only time will tell...









The "Getting Into Trouble" Contest

VIC TOKAI INC. and **GAMEPRO®** are bringing you the most radical Sega™ contest ever! Some lucky gamers will even get a chance to be on TV !! Interested?!? Read on...



Inside selected packages of **Trouble Shooter**™, there will be a Madison or Crystal Card. The five people who get a Crystal Card will win the totally hot Sega™ Game Gear™! Two special gamers who find the Madison card will not only get the Sega Game Gear, but will also be featured on the awesome, new TV program GAMEPRO!

Now for those of you who do not find a card, there is still another way to win. Simply look at the back of the **Trouble Shooter** box and answer the following question: Who contacts the **Trouble Shooter**? Mail your answer to:



Trouble Shooter
22904 Lockness Avenue
Torrance, CA 90501

Be sure to include your name, address, and phone number. The winners will be notified by phone and announced on GAMEPRO TV! All entries must be received by January 31, 1992. Now go out and get into **Trouble Shooter** and watch GAMEPRO. Getting into trouble has never been so much fun!

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CIRCLE #125 ON READER SERVICE CARD.

Leland Corporation

DRAGON'S LAIR II

Dirk the daring is back, and this time, he's got enemies as well as the clock against him! The sequel to the original laser disc video game is out, and Dirk's adventures are weirder than they were the first time around. This game was designed by the Sullivan Bluth team, the same people responsible for the original



Leland Corporation's awesome Dragon's Lair II!

Dragon's Lair.

Your adventures begin when the evil wizard Mordroc kidnaps Dirk's ladylove, Daphne. This is no simple storm-the-castle adventure, though. To capture Mordroc, Dirk will have to travel through time in a rickety time machine. Shooting through time, Dirk sets off on his quest!

To rescue Daphne, Dirk will have to face the dangers of many historical settings, such as the Garden of Eden and the Tombs of Egypt as well as some of Mordroc's deadlier areas. Explore Castle Mordroc and Dirk's Forest Hovel, or



What's this place? There could be some good clues on the whereabouts of Daphne in here!

Daphne may be lost in the sands of time!

To make this game, the laser disc system used in the first Dragon's Lair has been totally redesigned. While Dragon's Lair II is a one-player game, two people can play in an alternating fashion. Like the first Dragon's Lair, most machines are currently set up for 50 cents per play and 50 cents per continue.

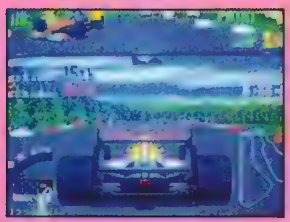


Only the right combinations of moves will save Dirk from this perilous fate!

Sega

EXHAUST NOTE

Sega's new F-1 racing game, Exhaust Note, brings a whole new level of car driving action to the arcades. Now, arcade racing has jumped into the 32-Bit dimension!



Hear all the sounds of racing action in Sega's 32-Bit F-1 extravaganza!

AMERICAN AMUSEMENT MACHINE ASSOCIATION

LEADING EDGE



Draft behind your opponents and wait for the right moment to shoot into the lead.

The action here is just as intense as the real thing!

There are a number of different tracks to beat, each one with its own tight turns and straightaways that let you put the pedal to the metal. To win, you'll have to do much more than just drive fast. Use real auto racing strategy to burn past your opponents and through the checkered flag.

Try "drafting" behind a car, driving right behind them until you get a chance to get past him. Lower your speed on the turns so that you can take them low and slip past other cars. Or, take the turns fast and high, keeping your speed up for when you pull out of the turn and



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The best and most innovative racing game on the N.E.S. ever! Excellent two player interaction. 27 different circuits – race under bridges, power slide around corners and more! Constantly challenging . . . it's great family fun.





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Join Bignose on a pre-historic hunting adventure that will take you over four islands, through perilous caves and even up into the sky. Bignose . . . fun and adventure at its best.





The Ultimate Stuntman™

Doctor Evil is working on the ultimate weapon – so the President calls on the only one who can stop him! A fantastic action adventure featuring innovative advances in graphic quality for action packed fun.

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CIRCLE #203 ON READER SERVICE CARD.

head into the straights.

Every racing game you've played has been leading up to Sega's Exhaust Note. No other racing game comes close!



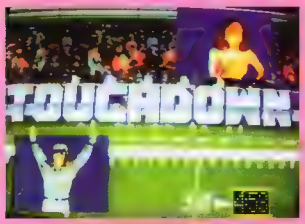
Can you take the checkered flag in Sega's Exhaust Note?

Bally-Williams

SUPER HIGH IMPACT

Are you ready for some serious football action? High Impact set a standard for arcade football games, and Super High Impact brings the excitement of gridiron action to a whole new level!

You've got dozens of plays to



Pick the right play, and the crowd will be cheering for you.

choose from on both offense and defense. Pick the correct one, and you'll gain yards or stop the offense





in its tracks. Choose wrong, and you'll suffer a QB sack or worse!

The play of the game is enhanced by digitized sounds that really bring the action to life. Large on-screen players make the game easy to follow. Control is incredibly easy with only one button to contend with.

To win, you have to use football strategy. On third down, if you have a lot of yards to go, a pass is usually the best way to gain yards, but a running play just might catch the defense off guard. Try passing the ball on first down or when you only need a couple of yards to keep the defense on its toes. On defense, make sure that you have adequate pass coverage, but always be on guard against a draw play up the middle.



Choose your weapon from many different plays! Contend with both a running and a passing style of offense.

Atari

SOLVALOU

The long-awaited sequel to the classic coin-op game Xevious is finally here. Set in sit-down cabinet, Solvalou brings the three-dimensional action of the intense original back to the arcade.

The graphics on Solvalou have been completely updated from the original Xevious. Now you fly



Solvalou's sit-down cabinet really brings the action to life! The controls are easy to work with and the graphics are truly intense!

TOTAL AIR SUPERIORITY

F22 INTERCEPTOR
ADVANCED TACTICAL FIGHTER

EA AIR FORCE™

The US Air Force won't have the F-22 until 1994, but the EA Air Force has it today! ☆ Take control of America's newest Air Superiority fighter. Fly the Sega Genesis version of the F-22 Interceptor. ☆ Fly missions over the world. ☆ Feel the G forces pull at you as you engage in multiple dogfights. ☆ Use afterburners and roar into battle against multiple foes. ☆ See and use targets on your HUD



GET YOUR MIND BACK IN THE GUTTER.

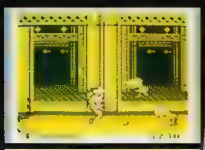
Time to get crude and rude, dude. 'Cause Shredder's nabbed April O'Neil again in Teenage Mutant Ninja Turtles™ II: Back from the Sewers,™ Konami's® new bodacious shell bound shell shocker for Game Boy.®

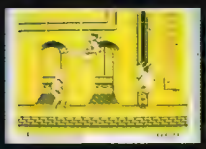
CIRCLE #146 ON READER SERVICE CARD.

- Two megs memory puts major screenage in your face with bigger characters and cooler action.
- 6 totally tasty levels plus 5 bonus pizza collecting stages.
- Attempt to release captured Turtles in the most excellent rescue levels.
- All new feature lets you choose a level of difficulty.
- Walk, talk, jump, climb, skateboard and surf through downtown sewers, abandoned buildings, subways, highways, the Technodrome and other areas o' pain.
- Righteous reporter April is missing serious air time, dude. So get slicing and maybe Shredder will choke 'n croak for good.

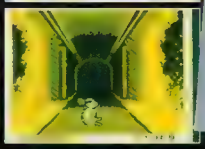
Not!

KONAMI®











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over a grid towards your foes. Instead of the normal two dimensions you'd expect in an arcade shooter, you have to line up your enemies correctly on three different axes to blast them.



In addition to three dimensions, now your view of the action tilts along with your ship.

The game contains a variety of levels with cool end bosses that will try to stop you in your tracks. Load up on power-ups to help you get through to the end!

Konami

ORIUS

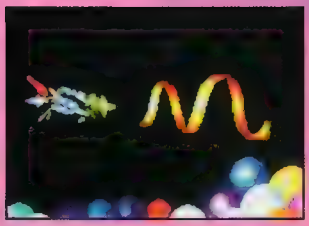
Konami's Orius is a horizontal shooter in the same league as R-Type 2 and Thunder Cross. The



Loads of different weapons make Orius an intense shooter! Choose the power-ups that best suit your style of play.

game play is similar to the R-Type series of games in that you have a special option weapon that you can shoot out to destroy enemies.

One of the deadlier weapons you have to go against your enemies with is a super electro blast that shoots from your ship in waves of energy. You also have a wide variety of missiles to choose from, including heat-seeking and extra



Your spiral weapon will help keep your enemies off your tail. Keep collecting power-ups to increase your offensive strength.

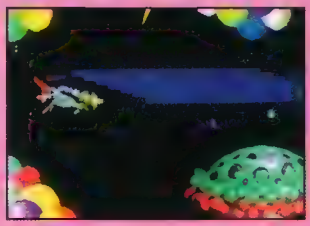
powerful ones.

The backgrounds feature scaling and rotational effects similar to, but much better than, the Mode 7 effects on the Super NES. The boss characters at the end of each level are enormous and pose a major challenge to your arcade skills.

Orius is one of the most visually impressive arcade games to come around in a long time. In addition to the beautiful graphics, Orius is truly a players' game that can be mastered with enough hard work.



Using effects similar to the Super NES' Mode 7, the backgrounds in Orius both scale and rotate. For example, the planet in the above picture rotates as you fly past it. Below, keep firing your weapons as fast as you can to make it through to the end boss!



FOUR NEW YEAR'S RESOLUTIONS TO MAKE IN 1992.

STAR TREK VI

THE UNDISCOVERED COUNTRY

BEHIND THE MOVIE! BEHIND THE GAMES!



On the brink of galactic peace, the crew of the starship Enterprise fights not to win battles, but to end them forever...

By Ed Semrad and Steve Harris

Twenty-five years of Star Trek magic come to a conclusion with the final adventure of the starship Enterprise in Paramount's incredible new mega-hit, Star Trek VI: The Undiscovered Country, out in theatres now.

Offering a resolution to the original crew's faithful service to the United Federation of Planets, Star Trek VI reunites Captain James Tiberius Kirk and the rest of the Enterprise command with their sworn enemy, the Klingon Empire. This time, however, the two interstellar super powers must confront each other not for battle, but to embrace a proposition of peace.

PLOTTING THE FINAL FRONTIER

Star Trek VI: The Undiscovered Country brings the original cast together once again, including William Shatner as Captain James T. Kirk, Leonard Nimoy as the always-logical Vulcan Mr. Spock, and DeForest Kelley as Dr. McCoy. In addition, other regulars like Chekov, Uhura and Scotty are joined by familiar Star Trek faces such as Sarek, Mr. Spock's father.

With the cast assembled, director Nicholas Meyer (known by most Star Trek fans as the director of the second movie, The Wrath of Khan as well as the co-author of The Voyage Home) pursued big name talent to fill other important roles. Included among this long list of well-known actors are Christopher Plummer, David Warner, Iman and Michael Dorn.



Kirk, Spock and the Enterprise crew confront the Klingons

With additional people hired for behind the screens work and principal visual effects assigned to Industrial Light and Magic, Meyer set out with Executive Producer Leonard Nimoy to develop the storyline and screenplay for what would become the thematic resolution to Star Trek's first 25 years.

THE KLINGON EMPIRE IS IN TROUBLE

Following on the heels of a natural disaster of planetary proportions, the Klingon Empire is in search of help. Reluctantly, the Federation extends an overture of peace that ultimately triggers a hostile reaction from conservatives on both sides whose very existence relies on the ongoing hostilities.

From this friction comes much of Star Trek VI's storyline. The basic premise extends from the direct confrontation between Federation representatives and Klingon emissaries, reaching a more personal level for each member of the Enterprise crew.

"Spock experienced prejudice growing up half-Vulcan and half-human," observes Nimoy. "In Star Trek VI, Spock becomes an



Mr. Spock gains assistance from a new character - Vulcan Lt. Valeris, played by Kim Cattrall!

1.

HELP AN OVER ZEALOUS HARE SAVE HIS CREW FROM AN ARMY OF RENEGADE TOADS.



Today's hippest space hero, Captain Bucky O'Hare, faces his greatest challenge on your NES.™ The dreaded Toad Armada has captured the crew of the Righteous Indignation. And now it's up to you to control their fate, as you join forces with Bucky and blast through 8 levels of all out wart-fare.

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KONAMI

COMING EARLY 1992

emissary against prejudice and discovers, during the course of the story, his own prejudices."

Nichelle Nichols, who portrays communications officer Lt. Uhura, elaborated on this theme, "The Star Trek films have always touched on social issues and prejudices. This is the first time that we're collectively facing our own."

This underlying theme has been expressed directly in the movie's subtitle, "The Undiscovered Country", a title that for Nimoy implies "the future and people's fear of it. It's the devil we know versus the devil we don't know."

Actor William Shatner touches on the immediacy of this story by drawing parallels to our own time. "In the script," Shatner points out, "there's a wonderful line, 'In space, all warriors are cold warriors.' Both sides have come to define themselves by their antagonism. What will I be without my enemy?"

"The best Star Trek stories have their genesis in real life," continued Shatner. "For this story you just have to pick up the daily newspaper."

When you look at current world events and compare them to the Star Trek VI plot, you realize just how true Shatner's statement is.



Captain Kirk and Dr. McCoy confront General Chang (Christopher Plummer) and the Klingon judicial system as they stand trial for murder!

THE SEARCH FOR PEACE

Following a tremendous cataclysm, the Klingons are left to face a terrible situation that forces them to seek outside assistance. At first they question the Federation's motives, but eventually moderates from within the Klingon High Council arrive at a decision to meet with their enemy.

Ordered to rendevouz with the Klingon peace party, led by David Warner as Chancellor Gorkon and Christopher Plummer as General Chang, Capt. Kirk and company are sent to provide an escort for the Klingons to the first round of "peace talks". During the journey, one of the film's most remarkable scenes features the crew of the Enterprise joining the Klingons at a state dinner, where the two cultures meet to ultimately toast the prospects of peace and "The Undiscovered Country".

LEONARD NIMOY...MR. SPOCK'S VISIONS OF STAR TREK

While each member of the Star Trek cast has left an indelible mark on the show, none has had the impact nor retained the admiration of Trekkers like the always logical Mr. Spock. To most, Mr. Spock is no longer just a member of the Star Trek crew. This is because the man behind Mr. Spock, the creative actor/director/writer Leonard Nimoy, has become an important force in developing the entire Star Trek universe.

In addition to reprising his role of Mr. Spock for all six Star Trek films, Nimoy has helmed two Trek adventures (Star Trek III: The Search For Spock and Star Trek IV: The Voyage Home) as director as well.

Cast in the dual role of actor and executive producer for Star Trek VI: The Undiscovered Country, Nimoy was originally approached by Paramount in the Spring of 1990 to develop a new film that would resolve the show's first 25 years.

"I began thinking," recalls Nimoy, "about the condition of the world that summer. The Berlin wall had fallen and the Russian government was in severe distress. The changes were creating a new order in our world."

"Realizing that over the 25-year history of 'Star Trek' the Klingons have been the constant foe of the Federation, much like the Russians and Communists were to democracy, I wondered how we could translate these contemporary world affairs into an adventure with the Klingons."



By applying situations that we are collectively experiencing today and placing them in the context of the Star Trek future, Nimoy has succeeded in not only molding the storyline of the most spectacular of all Star Trek films, he has shown yet again that he has a keen understanding of what motivates people now as well as in the 23rd century.

Other forces, however, conspire to end the talks between the Federation and Klingons. The Klingon warship traveling with the Enterprise is attacked by unknown forces and a battle erupts that could eliminate the potential peace forever. In a critical decision, Kirk surrenders himself to the vicious Klingon General Chang and is ultimately put on trial with Dr. McCoy.

It is during the Klingon trial scenes that another bridge between the vintage cast and the Next Generation is made with the introduction of Klingon Defense Attorney Work, played by Michael Dorn. This character, who represents Captain Kirk and Dr. McCoy, is the grandfather of Lt. Worf, also played by Dorn, from the current Next Generation series.

Banished to the inhospitable ice world of Rura Penthe, Kirk and Bones encounter a variety of aliens who have also been forced into permanent imprisonment by the Klingons.

All the while, Federation officers, including Spock's father Sarek and Sulu, who now commands the USS Excelsior, work to uncover the treachery behind the attack against the Klingons while proving that their intentions are good.

SEE THE MOVIE - PLAY THE GAME

With its incredible effects and strong storyline, Star Trek VI: The Undiscovered Country is sure to be the last major movie hit of 1991. Besides connecting many of the most important plot lines between the original Star Trek and Star Trek



Captain Kirk takes command as the Enterprise comes under attack!



The starship Enterprise leaves orbit to meet the Klingons!

The Next Generation, Star Trek VI delivers a more important message behind the amazing action and superb plot twists. Star Trek VI represents an end to the voyages of the current Enterprise ensemble, but opens up the door for a whole new series of films with the next generation of Star Trek movies. Whether a new Star Trek appears remains to be seen, but Star Trek VI will definitely hold us over until then.

Coinciding with the release of Star Trek VI: The Undiscovered Country, and tying in with the show's 25th anniversary, several leading game companies have developed softs that tap into the action and adventure of the original series.

Chief among these new titles is Star Trek - The 25th Anniversary from Konami for the NES and GameBoy. Both products give you complete control over the Enterprise, whether it's to face down Klingon aggression or to visit alien worlds. The NES cart gives you amazing freedom with which to patrol the different planets you encounter on your mission, even allowing you to beam down Kirk, Spock and McCoy! Throw in large animated character intermissions and dozens of sensor displays and you'll appreciate the scope that this game possesses on both the big screen and, to a somewhat lesser extent, on the small GameBoy screen as well.

For computer enthusiasts, Interplay is also offering a Star Trek adventure of their own for the PC. While it retains many of the same game elements as the less complex NES and GameBoy versions, many of the best features have been further enhanced to create an incredible gaming experience.

2.

STOP THINKING ILLOGICALLY AND INSTEAD CONCENTRATE ON GALACTIC DILEMMAS.



Your NES™ and Game Boy® are about to go where no video game has gone before. As you become Kirk and command the Enterprise crew in two different adventures guaranteed to stun you.

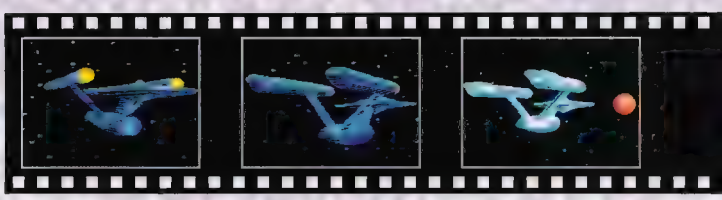
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ULTRA

COMING EARLY 1992

FACT-FILE

Manufacturer: Ultra
Machine: NES
Cartridge Size: 4 Meg
Number of Levels: 6+
Theme: Adventure
Difficulty: Moderate
Number of Players: 1
Available: Now



ENTER THE VILLAGE TO GET HELPFUL INFORMATION.

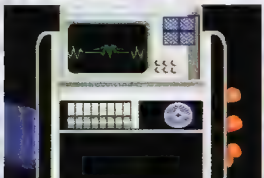


BOLDLY GO WHERE NO NES CART HAS GONE BEFORE...

Amidst the many movie translations available for the various game systems, Ultra Games has taken the classic TV series Star Trek, which is celebrating it's 25th anniversary this year, and made it into a new action filled adventure for the NES.

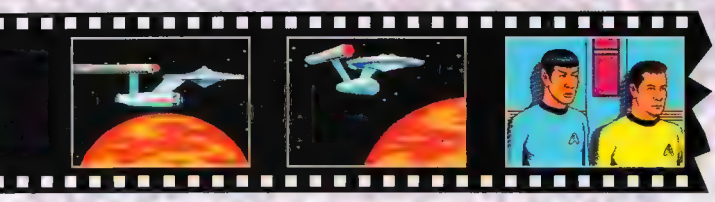
The game is divided into two main parts. The first part pertains to the ship and it's functions. It contains the full screen cinema displays that feature the deck and crew members of the starship Enterprise. This section of the game lets you check on the status of the Enterprise's fuel supply, form a landing party for the planet surface, and look at a galactic map of you present location in the universe. On this screen you also can communicate with other ships over the hailing device and can transport down to the planet, to the action scenes.

In this second part of the game, there are many people to talk to and get help. For example, on the first planet if you bring one of the shooting flowers to the medicine man he will make a repellent for the blood worms that are in the forest. Without



Use the Tricorder to analyze different objects on the planet surface to see if they are of any value.





this repellent it is impossible to go any further in the game.

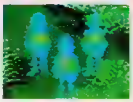
The game play has a variety of different situations and puzzles to solve. One in particular is similar to a scene in Raiders of the Lost Ark. In this, Kirk must cross over a floor of tiles with different symbols on them. You must remember the order of the tiles from a section earlier in the temple or you will be injured fatally and beamed back to the Enterprise.

This cart will please fans of the older TV series and the RPG-like storyline is just as good as one of the episodes. The game uses a full 4-Meg of memory and the quest gets quite complex. For loads of interplanetary adventure and great cinema intermissions, Star Trek is the only logical choice for the Nintendo Entertainment System.

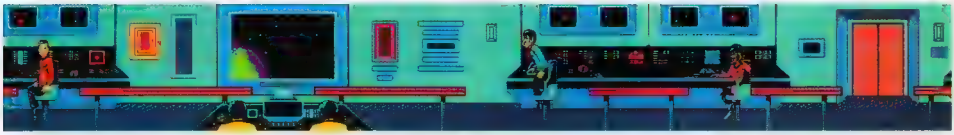
BEAM DOWN TO THE PLANET SURFACE!



To start the action scenes in the game you must beam down to the planet surface. If the captain gets injured and is severely



wounded you will automati-cally be transported back to the Enterprise and will have to beam back down to contin-



CHOOSE YOUR LANDING PARTY!



SPOCK
RANK..LT. COMMANDER
DUTY..FIRST OFFICER
AND SCIENCE OFFICER.



MCCOY, LEONARD J.
RANK..LT. COMMANDER
DUTY..CHIEF MEDICAL
OFFICER.



SPECIALIST OFFICER
ASSIGNED BY CHIEF
OF DEPARTMENT.

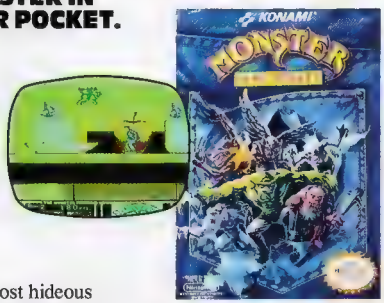


SECURITY OFFICER
ARMED ESCORT AND
GUARD. ASSIGNED
FROM DAILY DUTY ROSTER.

You must choose your landing party before beaming down to the planet surface. The best party to have for exploring is Kirk, Spock, and McCoy.

3.

PROMISE NEVER TO LEAVE THE HOUSE WITHOUT YOUR KEYS, WALLET AND A MONSTER IN YOUR POCKET.



History's most hideous monsters have been cut down to size. And boy are they ticked! Every inch of your NES™ will feel their wrath, as they wreak havoc in 6 horrifying levels of terror. You'll play the role of the Vampire and Monster as you seek out your fellow fiends. But be warned. Destroying the terror within this game is no small feat.

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KONAMI

COMING EARLY 1992

FACT-FILE
Manufacturer: Ultra
Machine: GameBoy
Cartridge Size: 1 Meg
Number of Levels: 3+
Theme: Adventure
Difficulty: Moderate
Number of Players: 1
Available: Now



PORTABLE... THE FINAL FRONTIER

The NES isn't the only game system that will be used to explore new planets and seek out new life. Now the adventures of the Star Trek crew can go wherever you go.

The game play is split into two parts. The first is a side scrolling action game featuring the Enterprise. In these scenes you will face many dangers such as asteroids, space amoebas, and Klingon warships. To your advantage, you can adjust your shields, speed and phasers to give you the edge in certain areas. Once you have made it through a sector on the galactic map you will send a landing party to the planet surface. The landing party will consist of 3 crew members who will look for the missing pieces to the super weapon known as the Proto-Matter Fusion disrupter. In these screen you go about the planet's surface analyzing resident lifeforms and searching for the missing pieces. There are 12 pieces to locate on three different worlds.



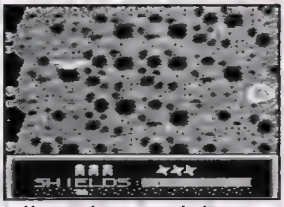


STAR TREK

PILOT THE ENTERPRISE!!!



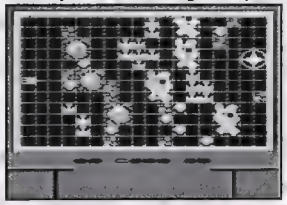
The first kind of danger you will encounter is an asteroid field.



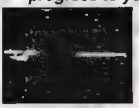
Use maximum speed when you run into giant space amoebas.



The most dangerous levels are when you face the Klingon Empire.



Use the map to chart your progress to your destination.



PHASERS



PHOTONS



GO FOR THE WARP TO GET TO THE END.



WARP ICON



SHIELD ICON

EXPLORE THE PLANET SURFACE!!!



Each planet has many dangers such as tribes of alien monsters.



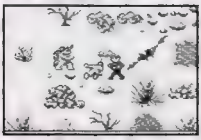
Get this to fill up your life meter.



Get this to fill up your gun meter.



Keep in touch with Spock and McCoy to help you find the parts.





Use full power to destroy trees and rocks.



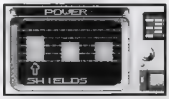




CHECK OUT YOUR SUBSCREEN!

In the side scrolling levels, the subscreen lets you adjust your shields, speed, and phasers. In the overhead screens it can be used as a compass, communicator, and tricorder.





4.

STOP BEING A ROYAL PAIN. UNLESS OF COURSE YOU'RE TRYING TO RESCUE YOUR FAMILY FROM A SPINELESS WIZARD.



KONAMI

King's Quest V



One of today's greatest role play adventures finally comes to NES™ You'll assume control of the mighty Sir Graham and team with Cedric the Owl in search of your castle and family which have mysteriously vanished. Your skill and courage will be severely challenged. And the decisions you make will either free your family...or seal your fate.

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COMING EARLY 1992

STAR TREK®

THE ADVENTURE LINE



CALL 1-900-896-TREK

1-(900)896-8735

The Star Trek® Adventure Line. $1.45 for the first minute. .95¢ per minute thereafter.

PLAY

The Star Trek Adventure Games

Complete three games and win one of three exclusive Star Trek patches available only from the Star Trek™ Adventure Line.

Call back and play all new games starting December 6 and December 21.

Challenge your knowledge of Star Trek™ movie and Next Generation lore with one of the Star Trek™ history tests or you can play the Star Trek™ Simulator Game where you takeover as Captain of the U.S.S. Enterprise.

WIN

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No purchase necessary. Alternate entry, send name and address to: Star Trek® Adventure Contest, Electronic Gaming Monthly, Anvil Business Park, 1920 Highland Ave., Suite 222, Lombard, IL 60148. You must be 18 or older to enter contest. Under 18 years must get parental consent before calling games. Call ("toll free") 1-800-944-4273 for complete rules and for contest information. Contest ends 1/30/92. All entries must be postmarked no later than 1/30/92. Odds of winning depend on total number of valid contest entries received. Contest only is void in N.Y., Fla., Minn. and where prohibited.

Paramount

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R U A GENESIS GENIUS?

PART 3

You're brilliant, right? NOT!
Take the Genesis Aptitude Test (G.A.T.) and let's find out what you really know. Write the answers to questions 15–21* on your completed entry form, and send it in. You could score 3 new Genesis titles from Electronic Arts just for being a wiz.

And if the G.A.T. didn't hurt your head, flex your brain on the tougher questions in the PRO BOX. Write your answers to questions 1–4 on the separate entry form and you could win a trip to Electronic Arts to Play with the Pros.

*If you didn't answer G.A.T. questions 1–14—no problem. It's never too late to become a Genius!

G.A.T. QUESTION #15

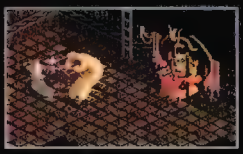


Q:

F-22 IS:

A. The number on Adolf Schicklgruber's dog tags.
B. The best song on the jukebox at Floyd's Diner and Aquarium.
C. BINGO!
D. The first real jet flight simulator for the Genesis.
E. A very peculiar bra size.

G.A.T. QUESTION #16



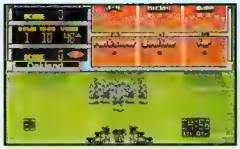
Q:

WHAT'S ONE OF THE WORST WAYS TO DIE WHILE PLAYING THE IMMORTAL™ ?

A. Get tied down by escaped lab rats and whipped with spaghetti (al dente).
B. Ask a flesh-eating sloth to dance.
C. Be served as the main course for a billion baby arachnids.
D. Get pummeled with various vegetables and fruit.
E. Call your Mom in to watch a gruesome ogre death.



G.A.T. QUESTION #17



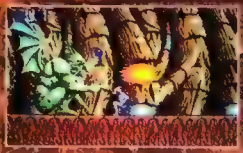
Q:

IN JOHN MADDEN FOOTBALL™ '92, THE NEW RUN & SHOOT OFFENSE IS:

A. Essential in tough neighborhoods.
B. A good way to exploit a suffocating 3-4 defense.
C. Guaranteed to get you 5 to 10 at San Quentin.
D. Dangerous if opposing players have bazookas.
E. Better than Run & Fall Down.



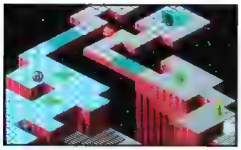
G.A.T. QUESTION #18



IN SHADOW OF THE BEAST™ YOU MUST FIGHT EVERYTHING BUT:

A. Giant insects.
B. Giant eyeballs.
C. Giant bats.
D. Giant spiders.
E. Small, slow-witted bosses, on another kind of game machine.

G.A.T. QUESTION #19



WHAT IS MARBLE MADNESS™?

A. The hottest band in thrash-punk.
B. A side-effect of the chicken pox.
C. A brain condition affecting the temporal lobe.
D. Piloting your marble through mind-boggling mazes despite cliffs, rubber walls, vacuums, and slime p
E. The favorite in the third race at Aqueduct.

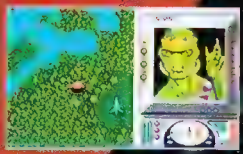
G.A.T. QUESTION #20



WHAT DOES ROBOCOD™, THE SUPER SOPHISTICATED SECRET AGENT, USE TO FLY?

A. An Acme rocket sled.
B. His flying-fish feathers.
C. A seaweed chariot pulled by aerodynamic guppies.
D. His bathtub.
E. A winged Aston-Marlin.

G.A.T. QUESTION #21

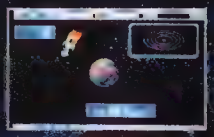


THE BEST WEAPONS IN BUCK ROGERS™: COUNTDOWN TO DOOMSDAY ARE:

A. A busted atomic clock and a dollar bill.
B. Needle gun and laser rifle.
C. The acrobat and bribery skills.
D. The chirping of Martian tree frogs.
E. Who cares? If you get dusted, just revive from battery back up.

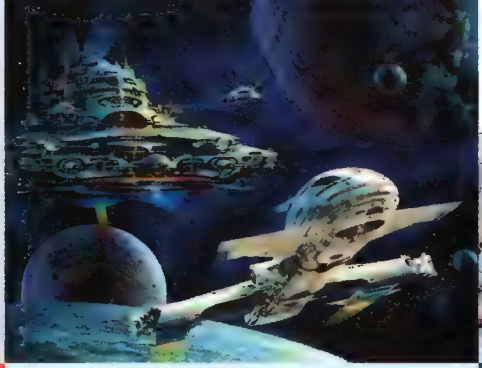
PRO BOX

PRO BOX QUESTION #1



Q:

IN STARFLIGHT™, THE _____ IS THE ONLY ALIEN RACE THAT EATS HEADFRUIT.



PRO BOX QUESTION #2



Q:

IN NHL® HOCKEY, WHAT DOES THE SCREEN SAY WHEN THE SAN JOSE SHARKS™ WIN THE STANLEY CUP®?



PRO BOX QUESTION #3



Q:

IN ROAD RASH™, WHICH RASHER APPEARS IN EVERY RACE?



PRO BOX QUESTION #4



Q:

IN PGA TOUR® GOLF, WHAT MESSAGE DO YOU RECEIVE FROM THE ANNOUNCER WHEN YOU MAKE AN EAGLE?



PRO BOX

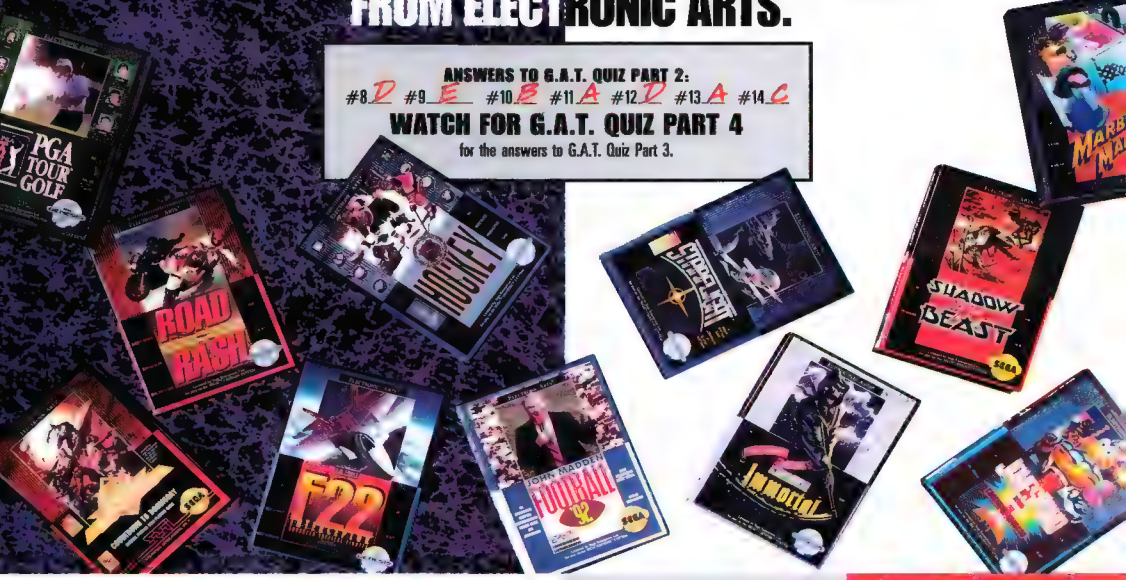
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ANSWERS TO G.A.T. QUIZ PART 2:

#8 D #9 E #10 B #11 A #12 D #13 A #14 C

WATCH FOR G.A.T. QUIZ PART 4

for the answers to G.A.T. Quiz Part 3.



BE A GENESIS QUIZ WIZ:

Just fill out this G.A.T. quiz and mail it. Entries with 100% correct answers qualify for a drawing to win any 3 Genesis games from Electronic Arts, including these hot soon-to-be-released titles:

WHERE IN TIME IS CARMEN SANDIEGO? —Carmen and her gang travel through time to steal treasures from the Middle Ages, the Renaissance, Imperial Japan and even the Present. Pursue the villanes to their hideaways before time runs out.

JORDAN VS BIRD —Michael Jordan competes against Larry Bird in the ultimate basketball match up! Compete in three different events: One on One, Slam Dunk Competition, and 3-Point Shootout.

BLACK CRYPT —Battle the minions of Estaroth through a forsaken land and attack his dungeon stronghold. Innovative interface and real-time monster combat enliven the world of Black Crypt.

Your Answers

#15_____ #16_____ #17_____ #18_____ #19_____ #20_____ #21_____

Name

Address Apt.

City State Zip

( )

Phone Age

SEND COMPLETED G.A.T. QUIZ TO:

G.A.T. QUIZ, ELECTRONIC ARTS, 1450 FASHION ISLAND BLVD., SAN MATEO, CA 94404

Entry must be postmarked by 3/31/91, drawing will be held 4/17/92. Winner will be contacted by mail.

_____ I would like to be a Genesis game adviser to Electronic Arts. Give me a call sometime.

For answers to G.A.T. Part 3, call the Electronic Arts Hints Hotline 1 900 288 HINT. 95 cents for the first minute, 75 cents for each minute thereafter. Be sure to get your parent's permission to use the Hotline if you are under 18 years of age. Messages subject to change without notice.

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Fill out the PRO BOX quiz, and send it to the address below.

You'll be automatically entered into the contest. No purchase required.

Your Answers

#1_____ #2_____

#3_____ #4_____

Name

Address Apt.

City State Zip

( )

Phone Age

SEND COMPLETED PRO BOX QUIZ TO:

PRO BOX QUIZ, ELECTRONIC ARTS, 1450 FASHION ISLAND BLVD. SAN MATEO, CA 94404

One entry per person. All entries must be postmarked no later than March 31 1992. Winner will be drawn on April 17, 1992 and notified by mail. Electronic Arts will arrange transportation and accommodations for the grand prize winner and a parent or guardian if the winner is under the age of 18. Some restrictions apply. This contest is not available to employees of EA, its affiliates, and their family members. Not valid outside the U.S. or where prohibited by law

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SEGA GENESIS 16-BIT CARTRIDGE

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The all-time best-selling football game just got better! New teams, plays & formations. Smarter defense. Quicker computer opponent. Instant replay. Intense!



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Real pro players and real signature moves let you tear up the court with10 of the hottest teams in the NBA.

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FATAL REWIND™
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No-holds-barred street bike racing. Kick and punch your opponents off the road in the most illegal, unofficial and dangerous race on public roads.



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Master over 25 moves in each of the four most deadly martial arts until you're a perfected weapon ready to face the challenge of the Budokan.



JAMES POND II CODENAME: ROBOCOD™
James Pond returns as Robocod—part fish, part machine. Dr. Maybe has kidnapped Santa and planted bombs in all the toys. Can Robocod destroy them before it's too late? Ideal for Christmas!



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The name is Pond… James Pond. Embark on 12 dangerous missions packed to the gills with excitement and action to challenge your reflexes and intellect.



MARBLE MADNESS™
The arcade classic comes to the Genesis! Speed your marbles down a variety of 3D raceways with dazzling full color graphics. Easy to learn, but almost impossible to perfect. You'll enjoy hours and hours of action packed excitement.



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Destroy the Barrax Empire in this fast-paced action game that brings arcade-style graphics to your Sega Genesis. Features 2 player simultaneous mode so you can play against a friend.



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Command a starship and crew on a deep-space adventure to 270 star systems and 800 hostile worlds. Battle star fighters in real-time combat, contact 9 alien races and unravel the mysteries of the galaxy.



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Over a hundred different adventures will test the strength and cunning of your mightiest heroes in this vast role-playing adventure.



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Revenge is best written in BLOOD! Battle bloodthirsty foes like Fire-Breathing Zombies and Demon Insects. Includes 7 challenging levels of terror and mayhem.



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Create and lead a party of 6 interplanetary warriors through a deadly adventure in deep space. Battle the evil forces of RAM as you attempt to disengage their ominous Doomsday Device.



RINGS OF POWER™
Your party of 6 spellcasters will undertake 17 quests and enter into magical combat in order to save the world from the tyranny of the Demon Void.



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STAR TREK VI

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Interplay Productions uses state of the art graphics and sound to take you to the far reaches of space and time. Take control of the Enterprise crew for an adventure across the galaxy!

* * * * * * GRAND PRIZE! * * * * * *



Win the Star Trek Adventure Contest and take off on a Zoo Life Safari Trek for two to one of three exotic continents. Zoo Life will show the winner pristine environments off the beaten path - without the tourist traps - the way nature was intended to be experienced. Zoo Life Safari Trek: Your ticket to Adventure!



ZOO LIFE

ENTER BY CALLING

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$1.45 for the first minute, $.95 each additional minute. The approximate telephone time for contest entry is one minute, four mintues to play game.

Or Send A Postcard With Daytime Telephone Number & Area Code to: Star Trek Contest 1920 Highland Ave., Ste. 222, Lombard, IL 60148

Paramount

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No purchase necessary. All entrants and contest winners must be 18 years or older. Under 18 years must get parental consent before calling games. For complete rules, contest information, and contestant eligibility, call "toll free" 1-800-944-4273. Contest ends and entries must be postmarked by January 30, 1992. Prizes: (1) Zoo Life Safari Trek for the winner and one (1) guest, including roundtrip coach airfare and accommodations; (25) Star Trek NES game cartridges from Konami, Inc.; (5) Star Trek: 25th Anniversary PC Computer games from Interplay; (25) Star Trek Macintosh soundwear (version 1) from Sound Source Unlimited. This contest is void in Florida, Minnesota, New York, Louisiana, and where prohibited by law.

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Welcome to the Blood Pit, sports fans! For your viewing pleasure, the following bout will be to the death! As if you expected anything less from the horrific brutality known as SlaughterSport.

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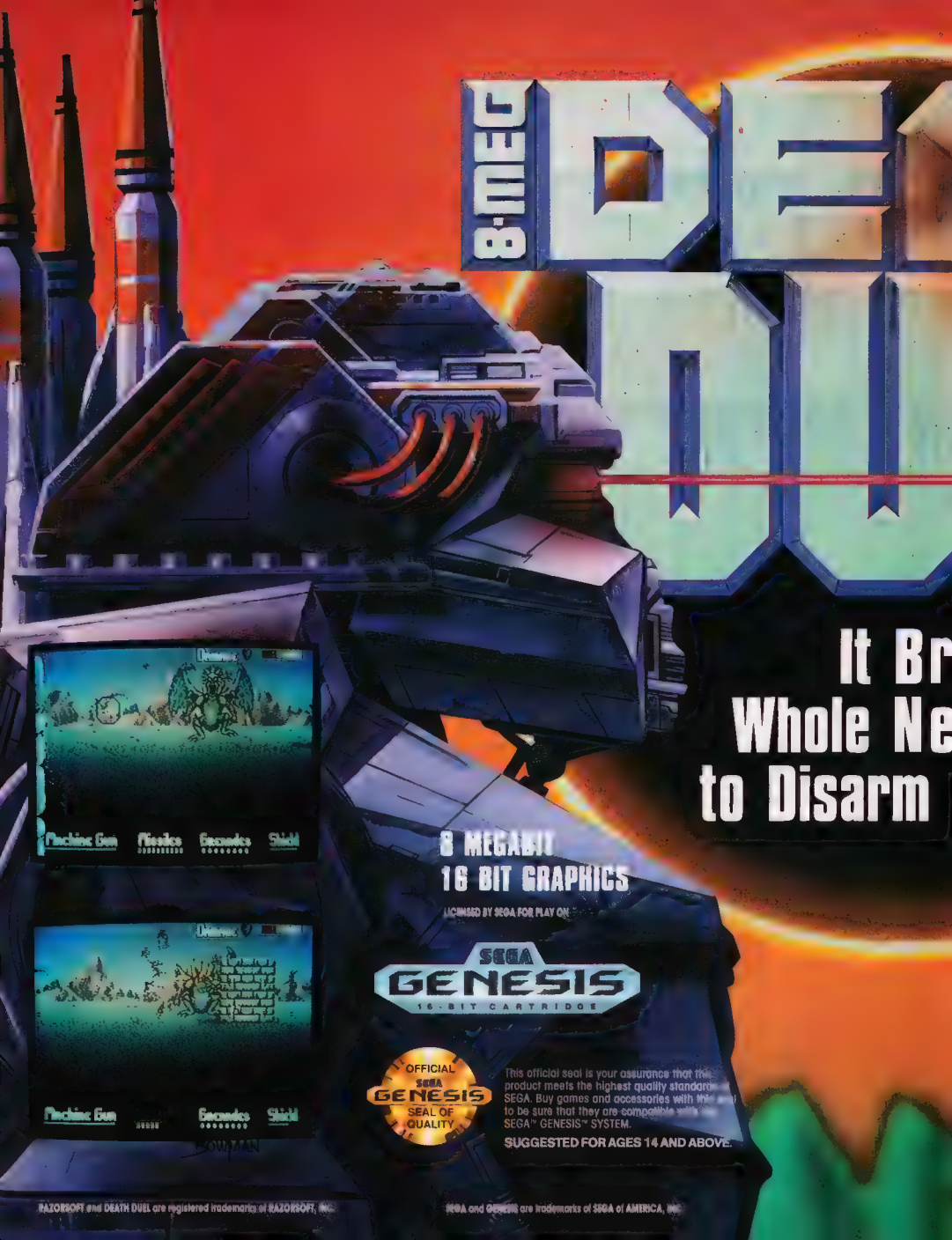
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CIRCLE #104 ON READER SERVICE CARD.

THE SUPER ~~FAMICOM~~ NES TIMES

FACT-FILE

Manufacturer: Nintendo
Machine: Super NES
Cartridge Size: 8 Meg
Number of Levels: NA
Theme: Adventure
Difficulty: Moderate
Number of Players: 1
Available: Now

ZELDA 3
A LINK TO THE PAST

A NEW LEGEND IS BORN

An evil Wizard known as Agnon has kidnapped the Princess Zelda and taken over the land of Hyrule. He has declared the valient warrior Link an outlaw and has sent his armies throughout the lan of Hyrule to bring him back dead or alive.

This is the story of the latest cart in the Zelda sereis for the Super NES. This 3rd Zelda adventure features the graphic and audio enhancement of the Super NES and the largest quest to date. The game play follows after the original Zelda with overhead views of the overworld and dungeons with loads of items and weapons to find and use.

The quest is all new and more intricate than ever before. Not only does Link have to deal with the incredibly large land of Hyrule he must travel to the Dark Zone by using trans-dimensional warp zones. These other lands are a sort of parallel universe and are just as adventuresome as the real Hyrule. The dungeons are multi-leveled and can have up to 10 different floors!

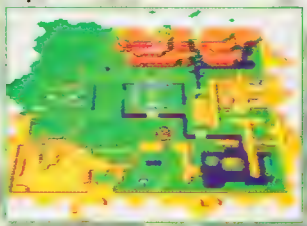
Get ready to take a look at what might be the greatest 16-Bit adventure ever!



The cinema displays at the beginning of the game explain the story and plot of your adventure.



Use the map to scroll around the land and locate important areas to explore.



There is also a map that lets you view the entire land at once.

REVIEW CREW • NEXT WAVE • TRICKS • MAPS •
INTERNATIONAL • GAMING GOSSIP • FACT-FILES

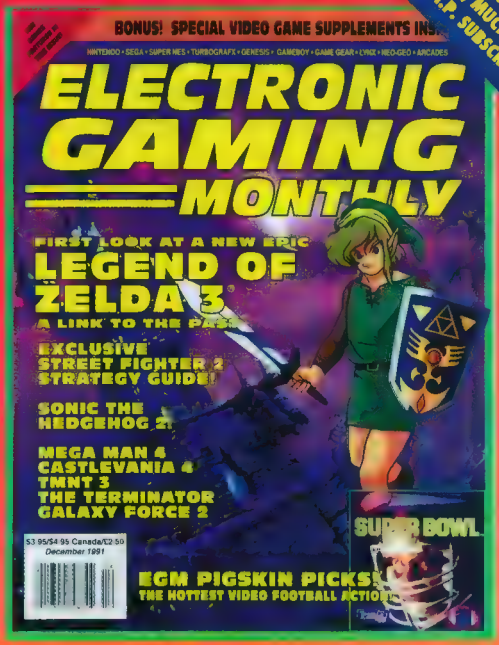
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SHOVEL
Use it to find the magic flute.



BLUE STAFF
Gives Link a force shield.



BOW & ARROW
Shoot at enemies.



BOTTLE
Holds medicine and ???.



MAGIC HAMMER
Flattens the spikes.



MAGIC FLUTE
Blow it where the bird is..



RED STAFF
Lets you make explosive blocks.



BOOMERANG
Stun enemies and get items.



MAGIC POWDER
Has many uses.



MAGIC BOOK
Translate ancient text.



FIRE WAND
Lets you see in dark places.



MAGIC MEDALS
Most powerful magic.



MUSHROOM
Give this to the old witch.



MAGIC MIRROR
Go to the Dark zone.



HOOK SHOT
A handy weapon if you have it.



ICE WAND
Lets you see in dark places.



MAGIC CAPE
Makes you invisible.



THE SUBSCREEN

The Subscreen is one of the most important aspects of the game play. This is where you can check you health, how strong you are and each of your possessions. In the overworld screens, it will show you have much progress you've made



POWER UP FOR BATTLE!



SWORD
Has four power-ups levels. Master Sword is #2.



SHIELD
There are 3 shields. The best repels lasers and fire.



CLOTHES
Blue redues damage by 1/4, red reduces by 1/2.



BOOTS OF PEGASUS
Lets Link run and charge at enemies or ???.

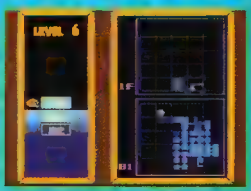


POWER GLOVES
2 different level let you lift heavy rocks .



FINS
Allows Link to swim in the deepest waters.

EXPLORE THE DUNGEONS AND RESCUE THE PRINCESS!



There is a map to show your progress in the dungeon.



DUNGEON MAP
Lets you see what rooms you still have left to explore.



COMPASS
Helps you locate the main treasure and the Level Boss.



MASTER KEY
Open main treasure chest and special doors.

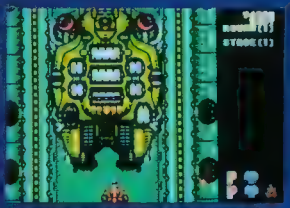
FROM THE EDITORS OF ELECTRONIC GAMING MONTHLY...

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MEGA PLAY

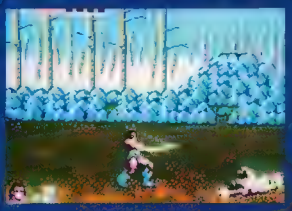
The Ultimate ALL-SEGA Magazine!

Finally, a magazine made exclusively for owners of the Sega Master System and Sega Genesis! Introducing Mega Play, the first full-color publication with all the tips, tricks, reviews, and previews a Sega fan could ever want! Each quarterly issue of Mega Play is packed with behind the scenes info and photo-spreads of the latest 8-Bit and 16-Bit sensations. And since it's from the editors of EGM, you know Mega Play is a magazine you can trust! . To get the most out of your Sega system, you NEED Mega Play!



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THE OVERWORLD

The overworld is fill with all kinds of mysteries. While finding the enemy in the overworld Link will obtain many power-ups. Use the Boomerang or the Hook Shot to grab an item if it is out of reach.

You can save the fairies for later if you capture them with your Bug net and put them in an empth jar. If Link dies the fairy will escape from the jar and bring him back to life.

You can also find items in the overworld by runing into trees and clusters of mushrooms. When you get the power gloves you should be able to find items and hidden entrances under large rocks. Use bombs to blow holes in suspicious looking rocks and walls.

Later in the game a special bird will help you warp to 8 different locations on the overworld. You can also use the whirlpools to warp to different locations on the map.



COLLECT THESE IMPORTANT ITEMS TO SURVIVE!



HEART
Find this in the bushes or by defeating an enemy for 1 unit of life.



HEART CONTAINER
Gives Link an additional unit of life on his meter.



HEART CONTAINER PIECE
Collect four of these to form a heart container.



ARROWS
Use these with bow to shoot enemies from a distance.



RUPIES
This is the money in Hyrule. Collect as much as possible.



SMALL VASE
Fills your magic meter up by 1/8.



LARGE VASE
Fills your magic meter completely.



FAIRY
She will fill your life meter with 7 hearts.



FIND THE FAIRY SPRINGS

Chop the bushes or pick up rocks to the find the fairy springs. She will fill your life meter completely so remember where these helpful little creatures live.





CAPTURE THE FAIRIES!

Some of the fairies hang around in groups, when you find a room filled with them use you net to capture them for later.



THE MASTER SWORD!

Once you have the 3 pendants go to the forest and get the Master Sword!



Watch out for the fake sword. Theives are near.

The Addams Family™

Morticia has been kidnapped!

Kidnappers have hidden Morticia somewhere in the scary Addams Mansion. You and Gomez have to escape hidden traps, and battle scary ghouls and goblins on your search to find her. Collect the million dollar ransom, find Wednesday, Pugsley and the rest of the family in your attempt to rescue the beloved Morticia.







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CIRCLE #192 ON READER SERVICE CARD

Nintendo ENTERTAINMENT SYSTEM

SUPER NINTENDO ENTERTAINMENT SYSTEM

The name of the game

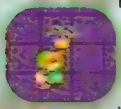
ocean

Ocean of America, Inc. 1855 O'Toole Ave., Suite D-102, San Jose, CA 95131

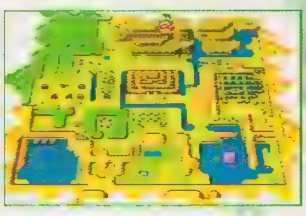
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THE DARK ZONE

Once you've obtained the 3rd pendant go to the Northwest forest and get the Master Sword. From there go to the castle where your quest began and you will be able to open the door on the roof by hitting it with the Master Sword.

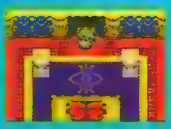


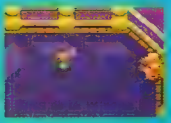
You'll have to make your way to the top of the castle in order to face Agnon. After you've given him a beating he will send you to the Dark Zone where you'll learn of yet another quest that must be solved before the final battle. The Dark Zone opens the door to a whole new world that is very similar to Hyrule. By traveling through the Dark Zone and using the Magic Mirror you can go to places you couldn't get to before. You must rescue 7 different maidens from 7 different labyrinths in the Dark Zone before you can enter the final castle. The adventure is only beginning, however, and you must master the Magic Mirror in order to unlock the secrets and mysteries of Hyrule and the Dark Zone. Get ready for the greatest Zelda quest and quite possibly the greatest video game adventure ever!

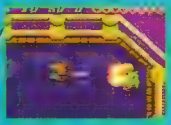


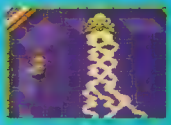


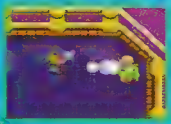
DEFEAT THE EVIL WIZARD!

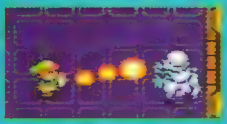


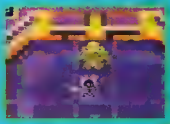






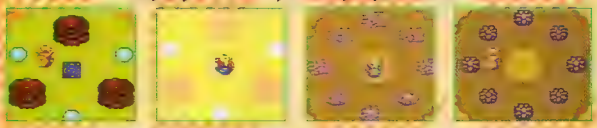






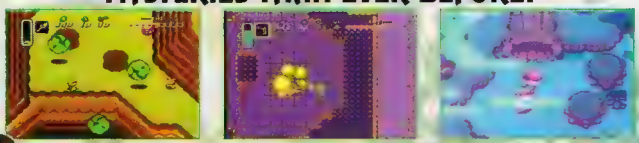
Agnon will await you at the top of the first castle. You must disable the barrier with the Master Sword before entering the castle. Reflect his shot by hitting them with your sword. Don't try to attack with your sword or the wizard will use magic to drain your health. When defeated, Agnon will send you to the Dark Zone where the second quest will begin. Good Luck!

WARP TO THE DARK ZONE!



Find a Blue Warp Zone somewhere in Hyrule and step in to warp to the Dark Zone. Use the Magic Mirror to come back to reality.

THE LAND OF HYRULE IS FILLED WITH MORE MYSTERIES THAN EVER BEFORE!





Keep an eye out for even the smallest details in the land of Hyrule! There are secrets to be found in almost every screen!

EVERYBODY WINS!!!

ULTRAMAN

NAME THE MONSTERS CONTEST!

ENTER THE ELECTRONIC GAMING MONTHLY-BANDAI "*NAME THE MONSTERS*" CONTEST AND WIN AN ISSUE OF BANDAI GAMING NEWS!

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SECOND PRIZE (2 WINNERS): An Alien Remote Controlled car.



THIRD PRIZE (100 WINNERS): Ultraman and EGM T-Shirts.

ENTERING IS EASY:

1) Look at the photos above.
2) Think up a wild, crazy, funky, unbelievable name for one or all of the monsters.
3) Send in, on a postcard: your name, address, age, phone number and the numbers of the photos you plan to name and the monster's names!
4) Mail your entry to:

Ultraman Name the Monster Contest
c/o Electronic Gaming Monthly
1920 Highland Avenue, Suite 222
Lombard, Illinois, 60148

Contest Rules:All entries must be received between October 10, 1991 and January 31, 1992. EGM or the judges are not liable for lost or misdirected mail. One entry per person, multiple entries will be disqualified. Prizes are not transferable. Illegible or incomplete entries are ineligible. Void where prohibited. The decision of the judges is final. No purchase necessary to enter. Contest in not open to employees of Sendai Publishing Group, Inc. or Bandai of America, or to members of an immediate family, or domiciled with employees. Taxes are the responsibility of the winner. Bandai of America reserves the right to cancel this promotion with appropriate notice. Value of prizes: Grand Prize: $254 Ea; First Prizes $55 Ea; Second Prizes $120 Ea; Third Prizes $20 Ea; Fourth Prizes $3 Ea. Prizes courtesy of Bandai of America. One prize per household. Determination of winners: The judges will review all of the monster names submitted in this contest. Nine winners, one for each monster, will be selected for each of the two age groups. From these nine winners there will be a random drawing to determine who wins the prize. The winners will be notified by mail and listed in the March 1992 issue of Electronic Gaming Monthly.

SUPER CES PREVIEW!

FACT-FILE

Manufacturer: Konami
Machine: Super NES
Cartridge Size: 8 Meg
Number of Levels: 6
Theme: Action
Difficulty: Hard
Number of Players: 1 or 2
Available: March 1992

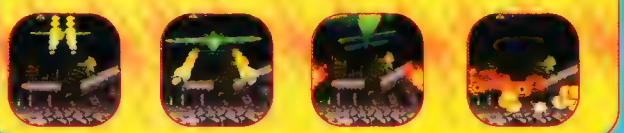




THE RED FALCON RETURNS!!

One of the most eagerly anticipated shooting sequels is now being readied for the Super NES. This game is none other than - Konami's Contra 4. If you've been thinking about getting the new system but haven't seen anything you really liked, this game will change your mind! The geniuses at Konami have been able to do things in this game that have never been seen before in a home video game! First, Contra 4 is loaded to the hilt with Mode 7 effects! Everything, from the cinema displays to the huge end bosses are all phenomenal! And that's nothing compared to the overview and the 3D perspectives which set new standards in game programming! For example, as you walk through the levels you can scroll the screen in a circle to give you a different view of what is all around you. This allows you to look a complete 360 degrees instead of just only being able to see what is straight in front of you.

DRAMATIC MODE 7 SCALING!!







The bosses not only fill up the whole screen but their movements causes the screen to shake and rattle! They will also scroll in and out and fly up at you, giving the effect that they are coming out of the screen! What you have here is just a sneak preview of the game. Stay tuned as Contra will be back in EGM!



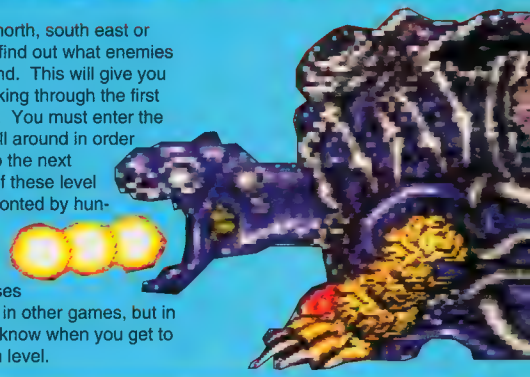
CONTRA 4*

NOTE: Contra 4 is the 'working title' of the game. The final title has not been determined.



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MODE 7 SCREEN ROTATION!



One player maze rotation

Two player version - split screen independent scaling & rotation!

AN AWESOME ARSENAL!!

BARRIER



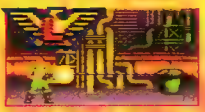
MISSILES



FLAME



LASER



HUNTER



SPREAD



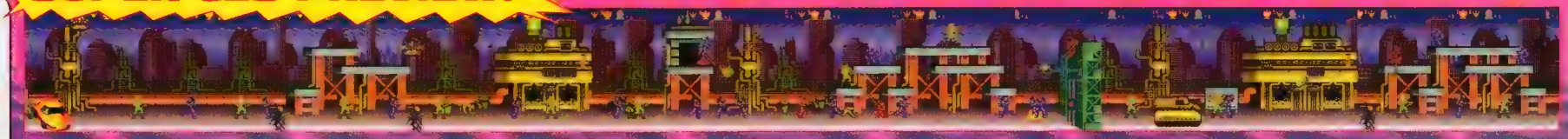
BOMB

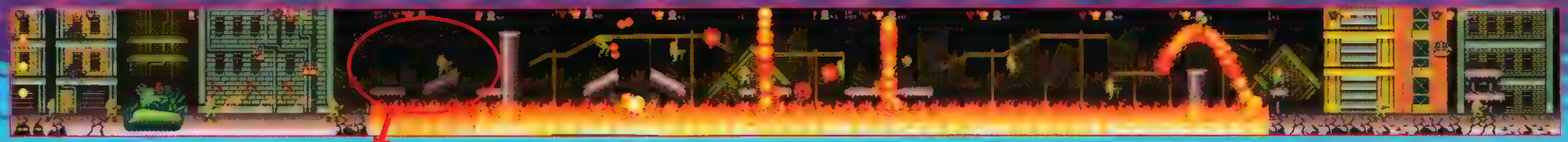


SPECIAL



FACT-FILE
Manufacturer: Konami
Machine: Super NES
Cartridge Size: 8 Meg
Number of Levels: 6
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Difficulty: Hard
Number of Players: 1 or 2
Available: March 1992





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MODE 7 SCREEN ROTATION!



One player maze rotation *Two player version - split screen independent scaling & rotation!*

AN AWESOME ARSENAL!!

BARRIER MISSILES FLAME LASER



HUNTER SPREAD BOMB SPECIAL





CONTRA 4*

NOTE: Contra 4 is the 'working title' of the game. The final title has not been determined.

FACT-FILE

Manufacturer: Hudson Soft
Machine: Super NES
Cartridge Size: 8 Meg
Number of Levels: 20
Theme: Action
Difficulty: Average
Number of Players: 1
Available: March '92

THE GAMES OF ADVENTURE ISLAND



Adventure Island



Adventure Island 2



Super Adventure Island

Have you tried the two previous NES versions of Adventure Island?

SUPER ADVENTURE ISLAND

MASTER HIGGINS RETURNS...

Master Higgins and his latest love are enjoying a quiet time when all of a sudden the evil Witch Doctor appears, grabs her, and takes her away. You now must search throughout the entire kingdom to rescue her!

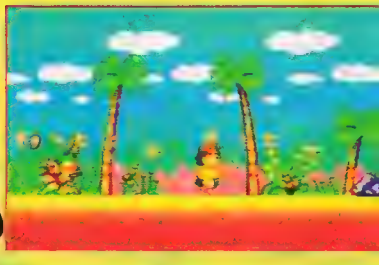
Set up in a new 16-bit format, this adventure proves to be the bet one yet with all new graphics, cool sounds, an upbeat soundtrack and great game play. You start off with nothing but your skills of running and jumping. Along the way, look out for weapons such as the stone hammer or the boomerang. Use these to take out the worms in shells, lizards on balloons, floating walruses, headhunters, walking candles and many others. Collect multiple weapons to increase their power and to upgrade to the killer fireball. Watch the yellow time bar at the top of the screen as when that runs out you will die. Collect the pieces of fruit that you find as they will increase the time limit. The other cool items like the skateboard and the hidden bonus rooms are back in this adventure and looking for them adds to this great adventure. With great 16 bit graphics this is easily the best AI yet!

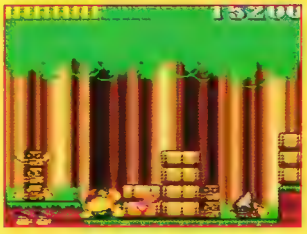


Headhunters with spears will try to make a pin cushion out of you. Be sure to duck before they throw their spears.



Hop from island to island but watch out for jumping walruses. Before leaping, take out the enemy with your weapon.







LEVEL 1

Jump over a variety of waterfalls while avoiding bugs and other nasties in the forest. Run up and down hills to get away from rolling rocks, flaming candles and sneaky snails. Make your way from platform to platform in order to avoid falling in the lava.

LEVEL 2

This island has a lot of surprises. Some include kamikaze penguins, flying fish, and vicious tribesmen. You will have to swim in the second part of the level through a whale's belly. While in the water you should watch out for the electric eels that shoot lightning bolts.







BOSS 1

Hit the first boss in the head with your weapon. Watch out for the fireballs that he will drop from his mouth.

BOSS 2

The second boss is even more of a challenge as you must swim and shoot at the same time.



WEAPONS AND ITEMS



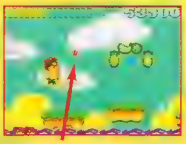
The basic weapons that Master Higgins uses are the hammer and the boomerang. Collect several of the same weapon and it will power up to a fireball. Along the way grab the various types of fruit for extra life energy.

FIND THE HIDDEN BONUS ROOMS!

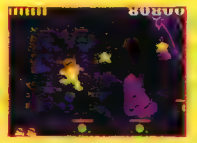
LEVEL 1-2



LEVEL 2-2



BONUS ROOM



Jump up at the marked spots!

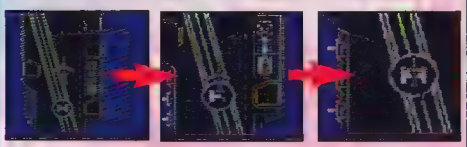
Collect the stars!



FACT-FILE

Manufacturer: Asmik
Machine: Super NES
Cartridge Size: 8-Meg
Number of Levels: 6
Theme: Shooting
Difficulty: Average
Number of Players: 1
Available: Now

INCREDIBLE MODE 7 SCALING

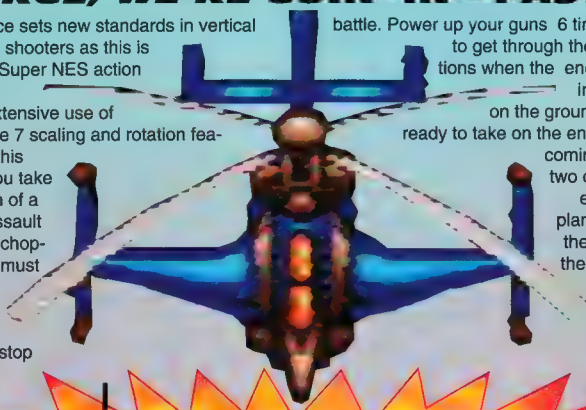


The outstanding Mode 7scaling on the Super NES is used often in this super shooter!



SARGE, WE'RE GOIN' IN - FAST!

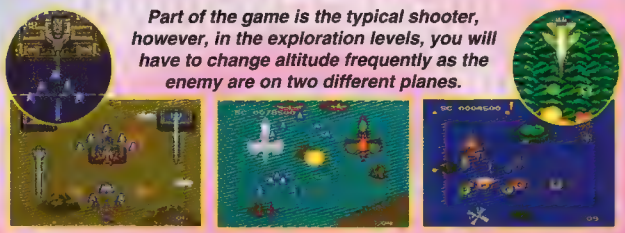
D-Force sets new standards in vertical scrolling shooters as this is the first Super NES action game to make extensive use of the Mode 7 scaling and rotation feature. In this game you take the helm of a super assault Apache chopper and must take on the enemy in a nonstop battle. Power up your guns 6 times in order to get through the tight situations when the enemy is both, in the air and on the ground. Then get ready to take on the enemy who is coming at you on two different levels. Blow the planes away on the upper level then dive down to take on the low flying aircraft!



D-FORCE

TWO MODES OF GAME PLAY!

Part of the game is the typical shooter, however, in the exploration levels, you will have to change altitude frequently as the enemy are on two different planes.



HUGE BOSSES!

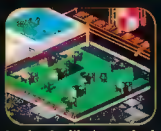


Make it through one mission only to be greated by a boss who takes up the entire screen!

NOW FOR THE SUPER NINTENDO ENTERTAINMENT SYSTEM!

POPULOUS™

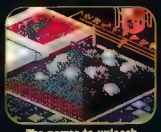
SUPER NINTENDO



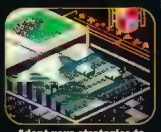
Level and cultivate your land for civilization to flourish.



There is strength in numbers ...as your population grows, so does your supreme authority.



The power to unleash volcanoes, earthquakes and floods, all for the sake of goodness, is yours.



Adapt your strategies to meet the challenges of 10 formidable terrains and over 900 worlds.



You are a Supreme Being. The fate of the population of over 900 worlds is in your hands. Your loyal followers depend on you for fertile land and protection from the spreading forces of evil. To defeat them, unleash your power to command the forces of nature-volcanic eruptions, earthquakes, floods and more.

Gather your forces and prepare for the ultimate war to end all evil. This is no mortal task. But fear not... you are no mere mortal!

Acclaim entertainment, inc.

LICENSED BY Nintendo

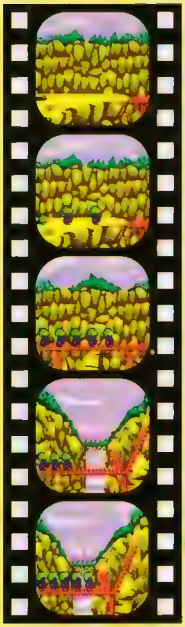
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CIRCLE #150 ON READER SERVICE CARD

FACT-FILE

Manufacturer: Sunsoft
Machine: Super NES
Cartridge Size: 8 Meg
Number of Levels: 125
Theme: Puzzle
Difficulty: Moderate
Number of Players: 1or2
Available: December

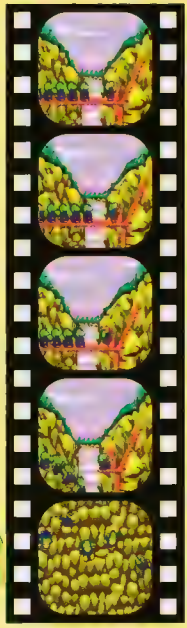




"WHAT'S OVER THIS EDGE...OH NOOOooo"

Enter the realm of the true follower - the Norwegian lemming! These guys are in serious trouble! Even though they do have some common sense, they don't think for themselves and all they do is follow their leader. Your job, therefore, is to teach the leader lemming how to make a safe path from start to finish. If most of your buddies survive the trip then you can move on to the next challenge. You can teach the leader lemming to do a lot of different things. Some examples are building ramps, digging your way through solid rock, or even opening up a parasol to be used as a parachute when falling. But use these powers carefully, as you only have a limited number of abilities to grant. With 125 different levels, a password to get you back to where you left off, and even multiple endings, this cart will really keep you thinking!





TEACH THE LEMMINGS NEW TRICKS!!!

CLIMBER



Climbing is one of the best ways to get over mountains and hills.

FLOATER



Using the umbrella allows the lemmings to fall long distances without dying.

BOMBER



A lemming will blow himself up, but he'll make a hole in a wall or the floor.

BLOCKER



This lemming will stand still and get all his friends to reverse their direction.

BUILDER



These lemmings will build bridges to get them over pits and on to cliffs.

BASHER



The basher digs horizontal tunnels through walls and mountain sides.

MINERS



The miners can dig holes in the walls at a 45° angle downward.

DIGGER



Allows the lemmings to dig holes in the floor to get to the level below.

CAN YOU FLY?
CAN YOU DRIVE?
CAN YOU STRETCH UP HIGH?
CAN YOU...

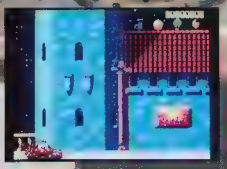
NO, I'M OUTTA HERE!

SPEED ISN'T EVERYTHING

JAMES POND II, CODENAME: ROBOCOD.

This power suited secret agent will need every trick in his arsenal (including his notorious flying bathtub) to foil Doctor Maybe's latest plans.






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CIRCLE #111 ON READER SERVICE CARD.

Better Watch Out!

Uh-oh. There's a new Paperboy.® And he has a route in a nice new neighborhood. Or shall we say, it *was* a nice new neighborhood.

Because he's now delivering to both sides of the street. He's breaking windowpanes, knocking old couples out of swings, and ricochetting papers from flower pots into mailboxes.



In the middle of this havoc, he's liable to do a good deed that actually gets his name in the paper.

Paperboy 2 is Here.



But there's a lot more about Paperboy 2 that's grabbing the headlines. Like the fact that you can be a Papergirl, at the touch of a button.

Paperboy 2 is somewhere in your neighborhood now. Look for him at Sears, Toys "R" Us, Kay-Bee Toys, Target, K-Mart, Captron, Electronics Boutique, Babbages, Software Etc., Child World and Fred Meyer.

Or call 1-800-234-3088 to order. But don't miss him. He certainly wouldn't miss *you*.

Available on Super NES,® NES® and Game Boy.™

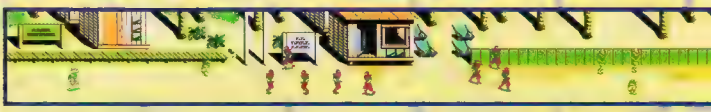
MINDSCAPE
A SOFTWARE TOOLWORKS COMPANY

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CIRCLE #157 ON READER SERVICE CARD.

NINTENDO PLAYER

FACT-FILE
Manufacturer: Konami
Machine: Nintendo
Cartridge Size: 4 Meg
Number of Levels: 8
Theme: Fighting
Difficulty: Moderate
Number of Players: 1 or 2
Available: February



THE TURTLES ARE BACK AND READY FOR ACTION!!

The turtles have returned for their third Nintendo adventure, complete with Shredder back again and up to his old tricks. While the Turtles were enjoying their Florida vacation a special news bulletin filled the air! April was reporting on the incredible rise in crime spreading across the Big Apple. While still on the air, April was kidnapped by the sinister Shredder. Daring the Turtles to come to the rescue, Shredder left the airwaves with April in tow!

Turning their noses on Shredder's idle threats, the fearsome foursome has hit the streets of New York to take on the thugs and rescue April!

Eliminating the various obstacles Shredder has placed in the path of the Turtles becomes your most immediate concern. These battles are fought across a variety backdrops ranging from the beaches to a bridge, with additional confrontations unfolding in Central Park, the subway, as well as in the sewers! The conflict climaxes with a Turtle-bashing tour-de-force across Manhattan Island, which Shredder has elevated above the skies of New York City!

Don't worry, however, because you have some powerful new skills at your disposal. The turtles have been hard at work improving their ninja knowledge since the last run-in with the Shredder, and these enhanced abilities come in handy!



CHOOSE YOUR TURTLE!!!!

LEONARDO



Leonardo uses two powerful swords as his weapons. These also play an important part in his special attack which features a jumping Leo extending his arms and spinning!

RAPHAEL



Raphael is powerful, but his sais don't give you a long reach. His special technique is a flying spin kick that destroys everything in the way!

MICHAELANGELO

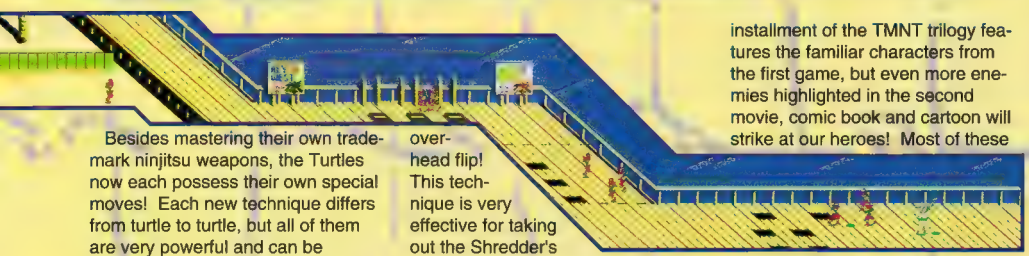


This turtle uses the power of the fully charged Nunchucku weapon. Mikey's also mastered a special mule kick that does tremendous damage to all who oppose him!

DONATELLO



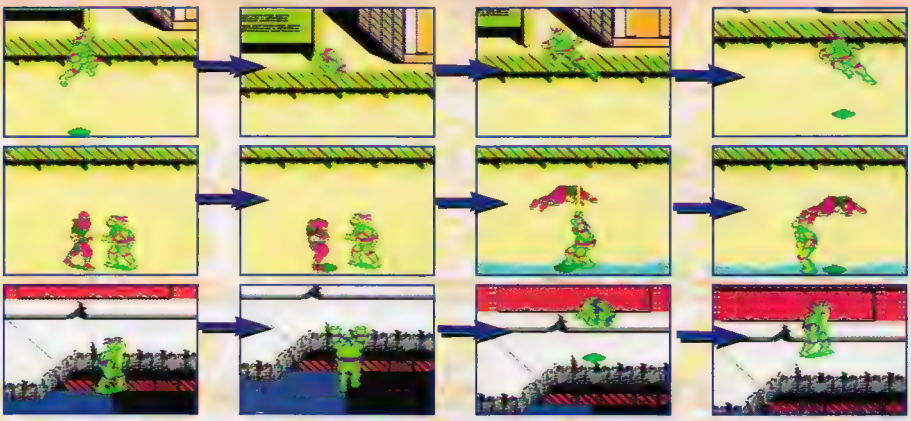
Don has the longest reach with his staff, and this is useful because you don't have to get very close to the enemy. A power slash can also be used as Don's special move!

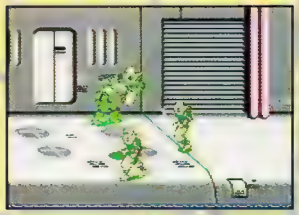


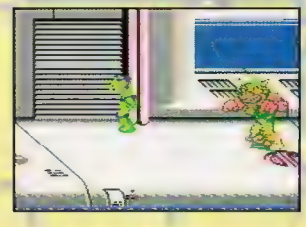
Besides mastering their own trademark ninjitsu weapons, the Turtles now each possess their own special moves! Each new technique differs from turtle to turtle, but all of them are very powerful and can be applied in specific circumstances. The one catch to using these special moves, however, is that your limited supply of energy is depleted during every use. There is one move that can be used throughout that lets your on-screen alter-ego perform an overhead flip! This technique is very effective for taking out the Shredder's henchmen, but is totally ineffective against the Bosses. Master the use of the Ninja weapons and special movements will yield the best results against the end-of-level nasties.

The Turtle clan from the third installment of the TMNT trilogy features the familiar characters from the first game, but even more enemies highlighted in the second movie, comic book and cartoon will strike at our heroes! Most of these characters are either new types of foot soldiers or evil mutants, not all of which follow the Shredder. Among the baddies you'll encounter are Shredder's new mutant warriors, Rahzar and Tokka, and of course , Bebop and Rocksteady.

THE ATTACK OF YOUR TURTLES!!

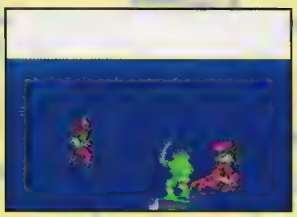






CATCH SOME MAJOR SURF!

In this level get ready to hit the surf and catch some killer waves. The foot clan has obtained a submarine, and plan to use it against the city. You must ride your surf board out to the submarine in order to stop them. Along the way you will be attacked by tons of Foot Clan robots, that have been given orders by Shredder to capture you dead or alive. You will also run into more Foot Clan that are riding little rocket jets, and they will try to shoot you off your board. The best way to deal with these guys is to hit them with your jump kick. Once you find the submarine you have to hop on it in order to take it back from the Foot Clan. However, you must beat Groundchuck, the leader of the sub, at the end of the level. He'll charge at you and eventually he'll run himself into a wall. When this happens hit him with you weapon.

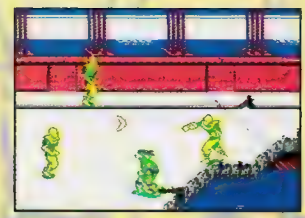






THE BRIDGE OF DEATH!

Make turtle tracks over to the bridge because now the Foot Clan are trying to destroy it, and stop the people in New York from leaving. On the bridge you will be confronted by many new kinds of Foot Soldiers. These dudes have a variety of new weapons including a spear, whip, sickle, boomerang, and guns. You will also find Bebop driving a truck that he stole. He will be throwing grenades at you from out the window. In addition, he will also drop off one of his pets -Slash, a super mutant turtle. Slash will roll around at his back trying to hit you, and you must find a way to rub him out. After you do beat him you will get a chance to even the score with Bebop. Bebop will be using a mace to attack you, and when he tries to hit you with this your best attack is to jump over it and hit him a couple of times.

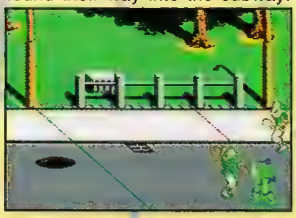






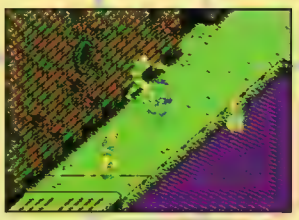
DON'T GET MUGGED!

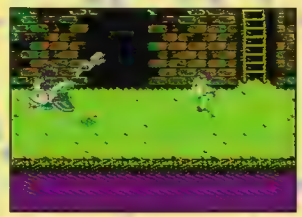
Go to Central Park to pick up the Foot Clan trash lurking about. In the park you will run into some Traags - warriors from dimension X. Not only are these mutant Foot Clan in Central Park, but they also found their way into the subway! Go down into the subway and clean up the trash in order to make it safe for the people of New York. It is here that you will meet up with Dirtbag. He will first come in on a railroad car and then drive away. Be patient, because he'll come back ready to do battle with you. His attack will be shooting radar beams out of his helmet. Dodge this and when he gets his axe stuck in the ground, go after him as this is when he's easiest to attack. Only hit him about three or four times because he will eventually get his axe unstuck. He will turn around again and start shooting his laser beams again. If you repeat the process you'll be able to defeat him.

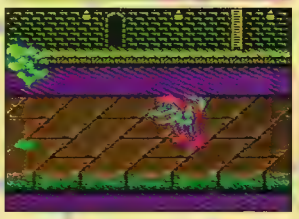


BOY DOES THIS LEVEL STINK!

After you defeated Dirtbag the passage to the Technodrom is revealed. This passage sends you down and through the sewers. In the sewers you will find that there still are a group of mousers around. These guys are as troublesome as before, so make sure that they don't get a chance to get too close to you. Besides running into the Mouser soldiers, you will have to fight with the mother Mouser. To make it worse, a Foot Clan soldier is riding the Mouser and he is shooting fire balls at you. He is not the boss however. After you beat him and fight through an additional length of sewer, you will come face to face with Leatherhead who is a mutated Crocodile, from Australia. Leatherhead's main weapon is his long tail. Should he get within striking distance he will flip his tail and knock you back. Keep your distance and watch his moves.



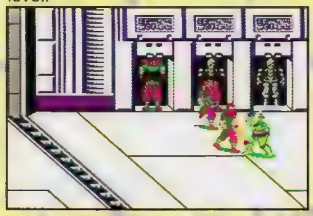


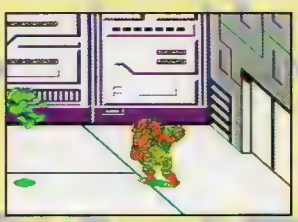


THE TECHNODROM!

You have finally found your way to the Technodrom. Be careful because Shredder has set a bunch of new traps to try and stop you from destroying his hideout. In here you will be confronted by tons of Foot soldiers because this is where they are created. In addition, you will have to fight your way through part of this level while on a conveyer belt that has light beams shooting across it. To get past you will have to both, dodge the light beams and fight with the Foot soldiers which will constantly attack! After doing this, watch out, because as soon as you get off this conveyer belt you will have to fight Rahzar, one of Shredder's mutants. Should you beat him, the level isn't over as you will come face-to-face with Shredder himself! He is strong and even if it appears that you have beaten him, he isn't dead as he will reappear in a later level!

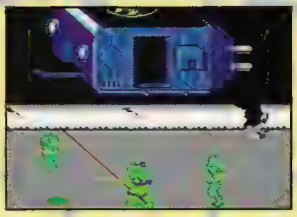


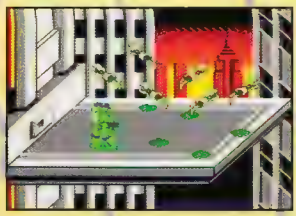




A FIGHT IN AN ELEVATOR!!

After it looks like you have defeated the Shredder, Krang will come by and pick him up. He will fly Shredder back to Manhattan which is now floating above New York City. In order to get to this fortress you will have to battle you way up to the top of the building that is directly below Manhattan island. You get to the top of the building by an elevator, but as you are riding up the elevator you will be attacked by Foot soldiers. Be careful here because you can fall off the sides of the elevator very easily. Along the way you will meet up with Shredder's most deadly mutant - Tokka. Once you beat him you will be picked up by the turtle blimp, and be flown over to the fortress. It is here where you will meet up with Krang. After you destroy him you will find yourself battling the rejuvenated Super Shredder. Beat him and April will be rescued!







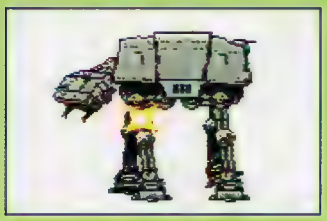
FACT-FILE

Manufacturer: Lucasfilm
Machine: NES
Cartridge Size: 4 Meg
Number of Levels: 6
Theme: Action
Difficulty: Moderate
Number of Players: 1
Available: January 1992





Use the messages that you get from your allies wisely. They can help you through your quest. Listen to what they say, especially the messages from Ben.

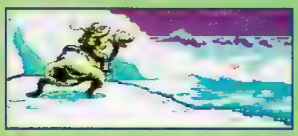


The ultimate goal is to get to Darth Vader's chamber. However before you get there your journey will take you to many strange yet dangerous places. You'll be faced with numerous obstacles, and there will be a lot of deadly, yet familiar, enemies to overcome on your quest.

MAY THE FORCE BE WITH YOU

After playing Star Wars on the NES, you thought you'd seen it all. But, Lucasfilm is not finished yet, because the second game in the trilogy - The Empire Strikes Back, is here. The game play is from a side view perspective, with many multi-level mazes which you will have to find your way through. You play as Luke Skywalker, the Jedi Knight in training. On the first level, ride your Ton-Ton and destroy Darth Vader's probes, and learn of your mission to Degobah from the spirit of Ben. If you survive the first level, you must help your allies fight the attacking AT-ATs in your fighter. After that, you must go to the Degobah System, and talk to the Jedi Master, Yoda. After talking to Yoda, you must go to Cloud City to help your friends, and finally, face Vader with your Light Saber.

The game executes a lot of it's story through animated cinema displays. In scenes that Luke has to do a lot of work, you take on his role, and run about, dodging the creatures that would love to have you for a snack. With only your laser blaster to protect you, find your fate at each of your stops along your journey, and get ready to relive an experience that you would never forget since you saw the movie. The storyline follows the movie very closely, so fans of the movie should be able to relate to the game well. The Empire Strikes Back will bring back some inspiration of the Star Wars Trilogy that hasn't been seen for quite a few years!



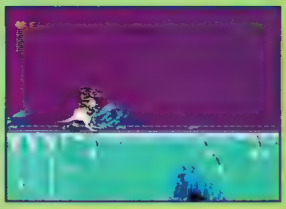
STAR WARS
THE EMPIRE STRIKES BACK



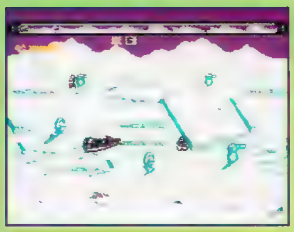
LEVEL 1 - THE PLANET HOTH

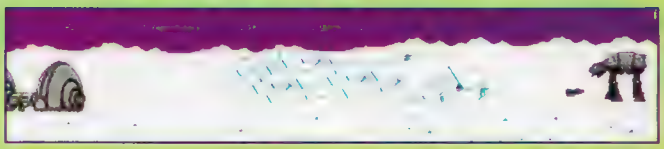


Help Luke destroy the probes sent by Darth Vader. Find the power of the force, and get the message from Ben to go to the Degobah System. This level can be very dangerous. There is water at sub zero temperatures, that if you touch it, you lose power. The obstacles to be overcome are very dangerous.



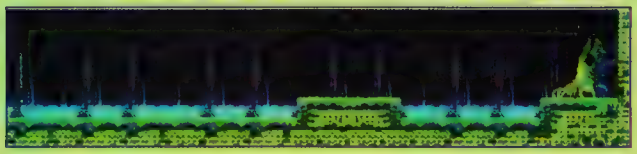
LEVEL 2 - THE REBEL BASE





Now Luke must save his friends from the base that is being attacked by Darth Vader's forces. Afterwards, travel to the Degobah System. This level is extremely dangerous. If your ship is destroyed, you must continue on foot. You can't do much damage on foot, or can you...

LEVEL 3 - THE DEGOBAH SYSTEM



Luke must find the Jedi Master Yoda in this level. Trudge through the swamp and avoid the creatures that dwell there. Once you find Yoda, he will train you in the ways of the Jedi, and then take your fighter from the swamp so you can go to Cloud City.

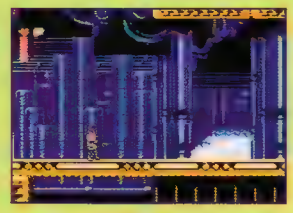
LEVEL 4 - CLOUD CITY

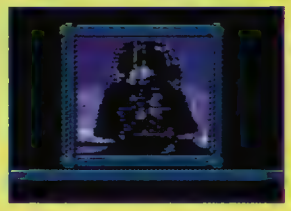


Here, Luke has to go to the center of everyone's problems, Cloud City. Here, your friends are battling Vader's Stormtroopers. While at the same time, you must battle Darth Vader. If you make it this far, you're really in for it! You had better hope you've equipped yourself with every force possible before the final battle with Darth Vader.









FACT-FILE

Manufacturer: Konami
Machine: NES
Cartridge Size:2 Meg
Number of Levels: 7
Theme: Action
Difficulty: Easy
Number of Players: 1-2
Available: Now

TINY TERRORS OF THE NIGHT!

Now the famous toy line of the same name has just made its debut on the NES! Your are cast as either the Vampire or the Frankenstein Monster (or both if there are two players). As you are watching TV, a sinister apparition appears - Warlock! While our duo has been watching TV, Warlock has been patently sending out his troops to destroy them!

This is something our half-sized heroes won't stand for. Your job is to guide them to the lair of Warlock in order to destroy him once and for all. To do this, you will have your special flaming punches to fend off any attackers. Not only that, but since you are so small, gravity won't have much of an effect on you. In this, you can actually execute a double jump for incredible heights. Fight your way through kitchens, sewers, oriental village grounds, and all the way to the palace to take on the evil warlock. For their size, they sure do have big hearts!

CHOOSE YOUR MOVE!



Don't your just hate it when you loose your keys? Well maybe it's because these guys are tossing them at the enemy! Find screws and other objects that you can hurl for some major attacks! Be careful, these guys are clumsy!

THE MONSTER

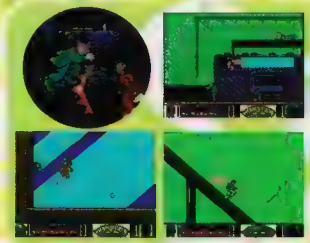


The Frankenstein monster is here to save the day! This creep's method of attack is a fiery jab. Like the vampire, the monster can also do a double jump!

THE VAMPIRE

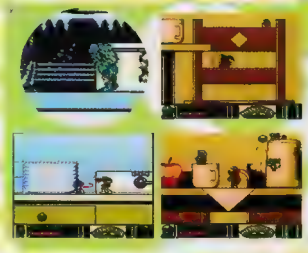


The vamp is a wily character that has a deadly wave of fire when he swings his forearms in a powerful downward thrust. He also has the ability to execute a double jump!



MONSTERS IN MY HOUSE!

In this stage, you will encounter goblins with spiked clubs and also winged goblins flying about. This stage also happens to be a giant shelf, so find different way out and try to locate a ramp where you can build up momentum to trample the warlock's goons!



MONSTERS IN MY KITCHEN!

Travel through a table and chair set to do battle on top of a giant kitchen counter filled with dishes and even burning stove grates! The various enemies you will encounter are anywhere from hatchet demons all the way to a cold hearted creep in the fridge for a boss!



WOLVERINE™

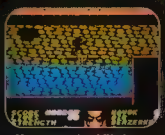
IN AN X-MEN® MEGA-BATTLE VS. SABRETOOTH™ AND MAGNETO™!



Unleash your deadly Adamantium claws when the going gets rough!



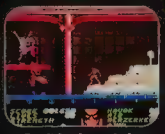
Psylocke's device enables you to call Havok when your energy is low.



Your aquatic skills keep the enemy at bay...until your air runs out.



Penetrate the impenetrable Fortress in your search for Sabretooth!



Don't be drawn in by Magneto's magnetic metal heads!

Stranded on a deserted island by his arch enemies, Wolverine must now fight the battle of his life! Mutant powers, including regenerative healing abilities, an Adamantium skeleton and retractable razor sharp claws make Wolverine a terrifying adversary...but has he finally met his match against Sabretooth and the evil genius, Magneto? In the heat of battle, fellow X-Men® Havok™, Jubilee™ and Psylocke™ help even out the score.

Prepare for the most exciting and unpredictable X-Men adventure of them all!



Licensed by Nintendo for play on the Nintendo ENTERTAINMENT SYSTEM®

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CIRCLE #150 ON READER SERVICE CARD.

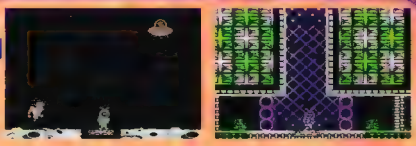
TREASURE MASTER

SPECIAL CONTEST TIPS! PART 2

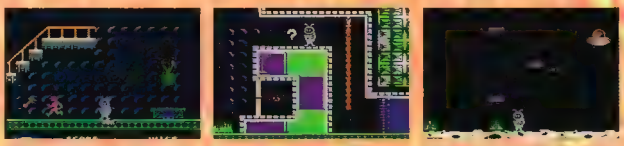
It's the biggest contest ever to hit the NES! To help you beat the game we will be giving tips, level by level, over the next few months!

LEVEL 2- THE MOON

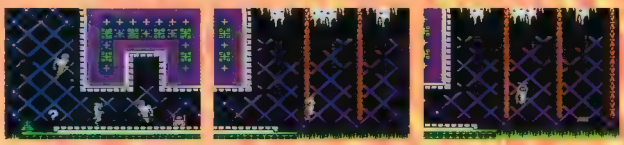
Level 2 is pretty easy. First, go to the elevator and take it down. Then, go all the way to the right to get the key. Go all the way to the left to the locked door.This key will open the door that hides the sunglasses. Once you get these go back to where you started, and you will see blue platforms. Don't enter the transporter because it will keep you from getting items that you will need. You need to find the radio beacon in order to get off the level. In between you and the exit are spikes on the ceiling and floor. Put the helmet on and jump from vine to vine. Jump at the lowest part of the vine because if you don't, you'll hit the ceiling and fall into the spikes. Search around in the first part and you will come across a free man!



Use the elevator to go up and down between levels. Go to the left of the elevator first!



Get the key to the left of the elevator and then go further to the left and use the key to get the sunglasses. Use the sunglasses to see the platforms.



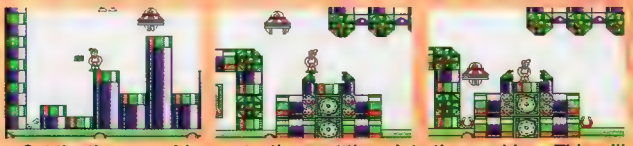
Once you find the radio beacon, you have to cross the spikes. Don't forget to put the helmet on and jump from the bottom!

LEVEL 3- INDUSTRIAL LAND

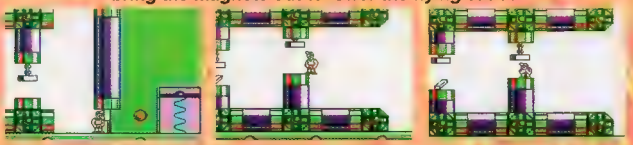
You will find that the best line of attack in this level is to use the boot. You will want to use the ray gun to defeat the Solar Road Hog, so don't waste you ammo. This level is very short but some parts are difficult.

The first hard part is the machine. There are three machine parts that you must find. They are all in a dangerous area where you can fall down a level. Carefully get the pieces, then fall. You will land right next to the machine.Put these parts into the machine, and a magnet will then come up. This magnet will pull down a flying saucer which will then let you to pass.

The toughest part of this level though, is getting past the hydraulic press. To do this jump right up onto the press so only Scooter's toe is on the platform. Then when the press goes up, run under it a little way. The press will come down but all you have to do is duck in order to avoid being squashed. Keep repeating until you're all the way through. Don't forget to get a key as you'll need one to get through this level.



Get the three machine parts, then put them into the machine. This will bring the magnets out to lower the flying saucer.



To get past the Hydraulic press, jump on the edge of the platform, and then run under when you get a chance. Duck when the press comes!


NOT THE WAY
TO PLAY THE HOTTEST ARCADE GAMES AT HOME.

The arcade is still a way cool place to hang with your friends. But you can't always be there. You can however, play Capcom's new 16-bit games with 32,000 colors, smooth 3-D scrolling, and killer sound, while hanging out on the sofa at home. It's the next best thing to being there.

THE

TO PLAY THE HOTTEST

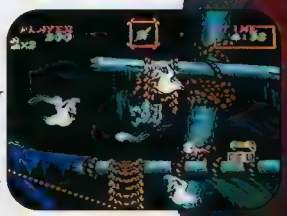
SUPER GHOULS 'N GHOSTS.



Three years ago, Sir Arthur rescued Princess Guinevere from the evil ruler of the Phantom Zone. Since then, he's acquired some very powerful weapons to defend his kingdom, in case it happens again. Well, it has. And this time, Sardius must be destroyed once and for all. It'll take every bit of magic you can conjure to escape the witches, ghosts and snapping skulls. But you can't stop until you complete your quest.



Skulls and zombies fall from the sky as the ground shifts around you—better watch your step.



Ghosts appear —and disappear on the haunted seas, use your haunted sickle and you may survive—without it, say goodbye!

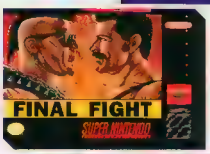


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WAY

ARCADE GAMES AT HOME.

FINAL FIGHT.



The Mad Gear Gang has turned Metro City into a lousy place to live. Punks, wrestlers and swordsmen lurk in every alley, subway and behind every garbage can. They've even kidnapped Haggar's daughter Jessica. But Haggar, Cody and his friends aren't going to take it lying down. You can help them by using every punch, throw and kick you've got to eliminate these madguys for good.



Cody's lethal flying kick is just one way to get rid of the Mad Gear Gang.



More Mad Gear Gangers await on the subway. Punch their lights out before Broadway. Or, you'll be underground forever.

U.N. SQUADRON.



Mercenaries have taken the entire country of Aslan hostage. Except for one tiny airfield they missed--headquarters of the U.N. Squadron --the best fighter planes in the world. To save the country, you'll fly the dogfight of your life, as enemy missiles and laser cannons hammer your F-20 Tigershark. Of course, you have lasers and bombs of your own. The freedom of millions depends on you, so strike hard and strike often.



At the oil refinery, the only way to slip away from enemy attack helicopters is to blitz 'em with cluster bombs.



Use your A-10A ground attack fighter's Mega Crush Weapon to dodge anti-aircraft missiles that appear from behind the trees.

CAPCOM USA

ARCADE SERIES

CIRCLE #139 ON READER SERVICE CARD.

RAMPART

FACT-FILE
Manufacturer: Jaleco
Machine: NES
Cartridge Size: 2 Meg
Number of Levels: 6
Theme: Strategy
Difficulty: Moderate
Number of Players:1 or 2
Available: Now

READY! AIM! FIRE!

Rampart is the latest arcade conversion for the NES from Jaleco. This game can be considered one of the most unique titles available on the market. The whole object of the game is build a castle, cannons and all, fight a tremendous battle with invading pirates, and then rebuild your castle again.

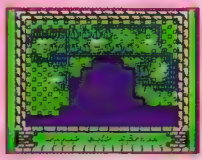
There is a lot of strategy in this cart. For instance, when you are rebuilding your castle you are given a number of different walls resembling pieces from the game Tetris. You must seal up all sides of the castle in order for it to be used in battle. You only have a few seconds to complete your castle. You must also place you cannons in strategic locations. It is best to have your cannons as close to the enemy as possible so that the cannon balls don't have such a long distance to travel.

Rampart also features a two-player mode in which you and a friend can build separate castles and blow each other to smithereens, and of course, start all over again.

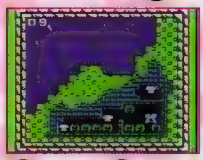
VICTORY OR DEFEAT?



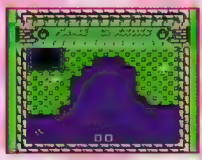
BUILD AND REPAIR!



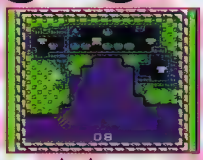
You must build your castle in the quickest way possible. If you do not have at least one castle before the time runs out you will be defeated. Try building walls with multiple layers for added protection.



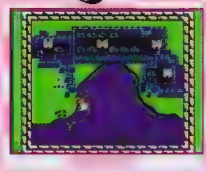
PLACE CANNONS!



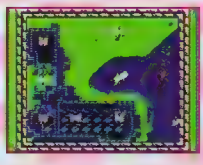
You only have a few seconds to place your cannons in strategic locations. You will be given a certain number of cannons depending on how much castle s you have.

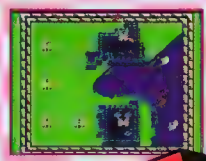


PREPARE FOR BATTLE!



Now the fun starts. Try to blow up as many enemy ships as you can. If they send troops onto the land be sure to blow them away as well. After the battle is over it's time for repairs.





It is best to surround the enemy with you cannons. Try to get at least 2 or 3 cannons on each side. Don't build you castle too close to the walls, it makes rebuilding very difficult and you may be defeated quite easily.



CATCH THIS!

YOUR CHANCE TO REEL IN THE BIG ONE!

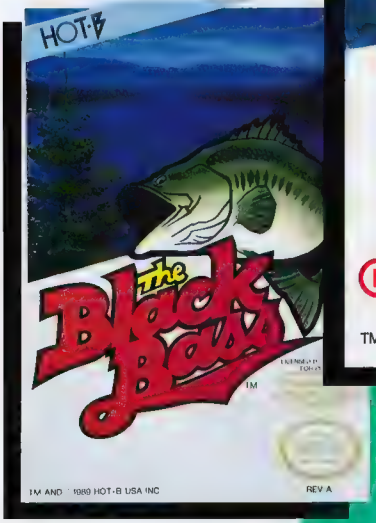
HOT-B presents the exhilarating and backbreaking challenge of saltwater fishing for your NES™.

Below the warm blue waters, off the world's most famous deep-sea fishing destinations, awaits the ultimate fishing trophy…THE BLUE MARLIN.

Match your strength against the writhing frenzy of the powerful Blue Marlin.

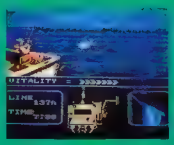
THE BLUE MARLIN is not another fish story! It's a realistic fishing simulation, guaranteed to get you HOOKED!

STILL A BIG HIT!











HOT·B

HOT B™ USA, Inc., 1255 Post Street, Suite 1040, San Francisco, CA 94109 (415) 567-9501

CIRCLE #128 ON READER SERVICE CARD.

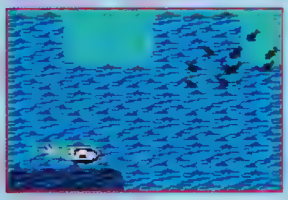
The Blue Marlin

FACT-FILE

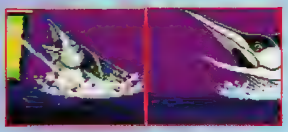
Manufacturer: HOT-B
Machine: NES
Cartridge Size: 4-Meg
Number of Levels: N/A
Theme: Sports
Difficulty: Easy
Number of Players: 1
Available: Now



The game isolates the action as the big fish are reeled in!



Guide your boat near a school of fish for quick hits!

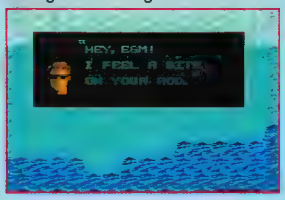


Additional cinema displays are used for the catch!

HOOK, LINE, AND SINKER...

Pick your lures, throw your line and bring in the big catch! All the excitement and strategy of real fishing is now available in this update to last year's cult classic, "The Black Bass". This new cart expands upon the original concept by allowing you to pick a wider variety of options as well as a greater number of different fishing spots that together will enable skilled video fishers to haul in some real monsters!

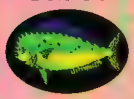
Play begins with you in control of line weight and lures. After you have selected the items to fit your particular excursion, you climb aboard your ship and hit the waters with your lure drifting along behind. Once you locate the fish, you must skillfully guide your lure into the center of the school. Baiting the fish into biting can take some time, especially if you're intent on bringing in the big ones, but the real action doesn't even start until you get your first bite. When any one of the many kinds of fish do attack, the screen shifts to a separate display that focuses in on your rod and reel as well as the fish! Pull, lock-up, and torque the line as you try to wheel in your prize! Be careful, however, because hazards lurk around every corner! Time your return or your line might snap under the strain. The fish might even try to slice your line on the prop of your own motor or your game might even fall prey to the sharks! Choose your line strength and lures carefully so that you can get the best before the day is up. When the sun sets, cash in your haul for a bonus as well as a special password that let's you begin on the higher levels!



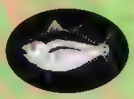
Take the advice of the on-screen fisherman!



MEET THE CAST OF CHARACTERS...


DORADO

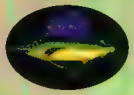

BARRACUDA


TUNA

SHARK


SWORDFISH


BLACK MARLIN


SAIL FISH

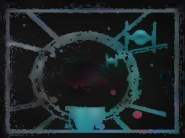
BLUE MARLIN

STRIPED MARLIN



A FORCE STRONGER THAN YOUR PARENTS DOESN'T WANT YOU PLAYING THIS GAME.

Okay, Jedi knight. Here's your chance to rescue Princess Leia from certain death. Man the gunnery of the Millennium Falcon. And pilot your very own X-wing down the trench of the Death Star—home base to a few hundred thousand fully-armed stormtroopers, and the Lord of the Imperial Fleet himself, Darth Vader. He's armed and ready. The question is, are you?



Dodge speeding TIE fighters from the comfort of your 3-D cockpit.

STAR WARS

JVC/LUCASFILM GAMES™



Take the Millennium Falcon out for a little spin around the galaxy.

CIRCLE #223 ON READER SERVICE CARD.

NIGHTSHADE
THE CLAWS OF SUTEKH

FACT-FILE
Manufacturer: Ultra
Machine: NES
Cartridge Size: 4-Meg
Number of Levels: N/A
Theme: Adventure
Difficulty: Average
Number of Players: 1
Available: Now

FIND HIDDEN ITEMS FOR LATER USE



There are many items scattered throughtout the game. Most have a function, so pick up everything that you find as you'll need them later!

SHADOWS IN THE NIGHT. . .

Dark times have engulfed Metro City! The local hero - Vortex - has just been found dead after trying to take on an evil clan of gangsters that are led by the notorious Sutekh. Now, a new crime fighter, who goes under the name of Nightshade, has appeared on the scene! He, single-handedly, is putting the bad guys behind bars and Sutekh wants Nightshade eliminated.

Your job is to get to Sutekh first! To do this you must carefully explore the 100+ screens in the game. Clues are hidden everywhere, and, like a good detective, you must search each screen for items which will may help you. Pick up everything possible and talk to the people as they can give you hints as to where to go and what to do!

TRAPS ARE EVERYWHERE!



Think fast! There is a way out of every trap, but what is it?

PROTECT THE CITY!



Gain popularity points by putting the criminals in jail!

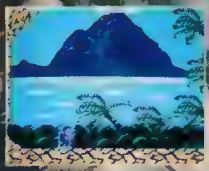
Nightshade is not the typical action game. Rather, it is an adventure game which requires you to solve many small puzzles in order to achieve your final goal. These puzzles can get quite complex involving items which you picked up earlier in the game; clues from people you talked to; items that have to be operated (turn on light switch); and items that have to be used in combination with other objects. Also, some actions may seem to be completely unrelated to the quest but it's these 'little puzzles' which, when solved, open up doors to the real quest. It's a thinking game that will keep you glued to the screen for a long time!

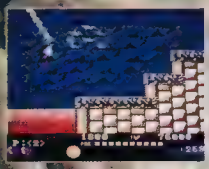
Cruise Through Seven Chaotic Levels

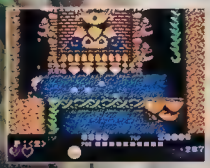
The Shoes! You Gotta Get the Shoes!

Be Careful! It's a Jungle Out There!

Master the Moves of a Magical Monkey!



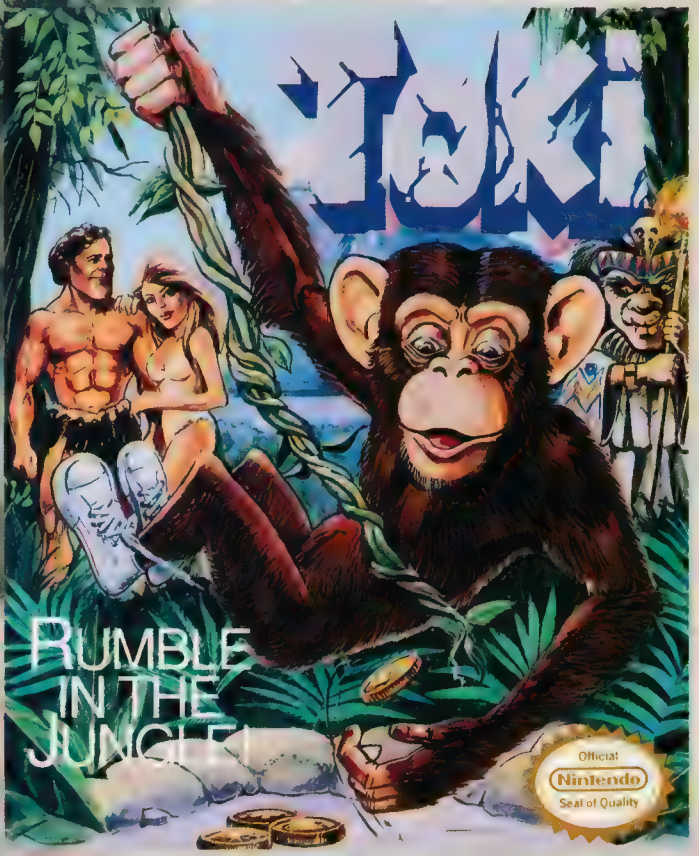






TAITO

THE ONLY GAME IN TOWN



What are you looking at? I suppose you've never seen a fire breathing ape before, aye? Well to tell you the truth, neither had I, until that dirty rat Vookimedlo turned me into one. All right! All right! I'll tell you who Vookimedlo is and why he did this to me.

Vookimedlo is an evil sorcerer who's had his eye on my girl for some time now and I can't say I blame him for that. But he's nothin' but bad news and, needless to say, my worst enemy! So, he and his big buddy, Bashtar the invisible giant, ganged-up on me and kidnapped my girl Miho. Vookimedlo zapped me and turned me into a little, helpless monkey. Fortunately, the Spirit of the Jungle doesn't like those two scoundrels either, and gave me the ability to blow fireballs. Otherwise, I'd just be a little snack for his crazy creatures.

Well, I'd better get movin'. I've got plenty of running, climbing, swimming, shooting, and jumping to do. Hopefully I can find my sneakers and get some serious air! If not, there will be plenty of goodies along the way I can use. Enough chit-chat already! If you're comin' along, you'd better be ready for a wild jaunt in the jungle. Hurry-up! I've gotta get out of this monkey suit!

Nintendo ENTERTAINMENT SYSTEM®

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CIRCLE #161 ON READER SERVICE CARD.

FACT-FILE

Manufacturer: Lucasfilm
Machine: NES
Cartridge Size: 3 Meg
Number of Levels: NA
Theme: Action
Difficulty: Moderate
Number of Players: 1
Available: January '92



SAVE THE CITY!!!

Help, the city of Dynatron is in danger of being taken over by the level Dr. Mayhem. It all started when a research scientist created a new type of atomic syrup for his soft drink - Proto Cola. When he tested the syrup on a monkey, the monkey transformed into a man! He drank the syrup next, but what he didn't realize is that the radiation in the syrup brings out the strongest traits in someone or something. His greed came out as the strong trait and he was mutated into a power-hungry scientist. You must now find and eliminate him before he spreads his evil throughout the world!

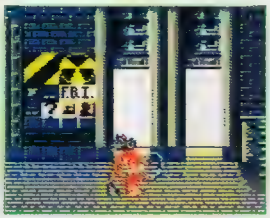
THE CAST

At the beginning of the of the game you get to pick which character you want to use as the leader of your party. You can select from either Jet Headstrong, Ms. Megawatt or Radium Dog. The system will then assign three other Defenders - Toolbox, Monkey Kid and Buzzsaw Girl to your team. Each has unique traits and powers and together all of you must patrol the city in order to eliminate the Robot Drone soldiers, and find the way into the sewers where the evil Dr. Mayhem is holding out.



LEVEL ONE - CITY STREETS

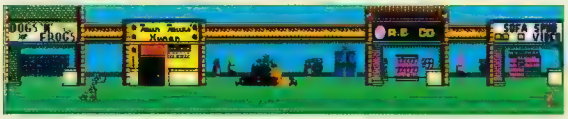
The game begins with you patrolling the streets of your city. Dr. Mayhem's drones are everywhere! Eliminate everything on one street and then then the store owners will unlock their doors. Go in to the shops and get extra power-ups. Repeat the process for each street and when the city is safe you will get a message to go to C Street where the Dynatron Blimp will take you to your next mission!





LEVEL 2 - THE MALL

In the mall you will find a lot of mutants walking by the stores. Blow the aliens away, but be careful because they will put up a good fight. Note that the mall has three levels, and each time you go up a level, the enemy are stronger. The boss is the last one on the third floor, so in order to take him on, make sure that at least one of your players is at full health. If you have money you can buy food and power-ups at the stores as you will need them in the sewers.



LEVEL THREE - THE SEWERS

When you first get into this level go straight to the left, and you will enter the main part of the sewers. In here there are mutated alligators that will be after you. These are the toughest enemies that you have seen to this point, so be extra careful. Once you kill all of the alligators, make your way to the Proto Cola factory for the next mission.



"Best New Peripheral OF THE YEAR!"

—*Electronic Gaming Monthly*, December 1991

Compatible with the Nintendo Entertainment System

"...**GAME ACTION REPLAY**. Unbelievable! ...players can save where they are in any game on the GAR, shut the NES off and come back to that position at a later date. **Cool!**"
—*Electronic Gaming Monthly*

...just save the places where you usually lose a life. Resume game play and when you lose a life, go back to the saved section and try again. This can be done as often as you like without losing any lives! You'll be able to get to levels that only a handful of players have ever gotten to!

Insert GAME ACTION REPLAY (GAR) into your NES and plug the game into the GAR. By pressing a combination of buttons on your pad, you can pause the game, call up the menu and select any number of changes, such as altering the speed, creating true slow-motion effects, and jumping to any level.

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- Save your games and add new challenge to old games!

"Doesn't look like much..."
—The Whizz, *GamePro*



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CIRCLE #225 ON READER SERVICE CARD.

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TERMINATOR 2 JUDGMENT DAY

FACT-FILE
Manufacturer: LJN
Machine: Nintendo
Cartridge Size: 2 Meg
Number of Levels: 5+
Theme: Action
Difficulty: Moderate
Number of Players: 1
Available: February '92



When you are in the bar, you'll fight some punks and then come across a large boss who won't let you by without a good brawl. Defeat him and you will get a shotgun, clothes and the motorcycle you'll need.



THE BATTLE FOR TOMORROW BEGINS TODAY!

It has been ten years since the first terminator appeared from the future and travelled to the past to eliminate Sarah Connor. Since its failure, Sky-Net has decided to make up for their past mistake and send a new terminator to kill Sarah's son, John who is the leader of the resistance. They have also made an advanced terminator to replace the old T-800 model, called the T-1000. This new form of killing machine has the ability to change form by metamorphosis of its liquid metal body, which will make it very hard to kill. You take on the role of the T-800 who was reprogrammed by the future John Connor to travel back and stop the T-1000 from killing John as a boy. Run into a variety of punks and tough guys who will gang up on you and try to stop your progress. You need to punch them and follow the arrows further through the level. Jump over motorcycles and go into the bar to beat



the big guys that have the clothes you need. Get on your motorcycle and start pumping lead. Storylines and cinema displays will put you in the middle of the action. The future of mankind depends on you!

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Sonic Hedgehog
Wrestle War
Alisia Dragon
Marvel Land
Gomola Vapor Trail
Slap Fight
Dino Land
Devil Hunter Yoko

SUPER FAMICOM

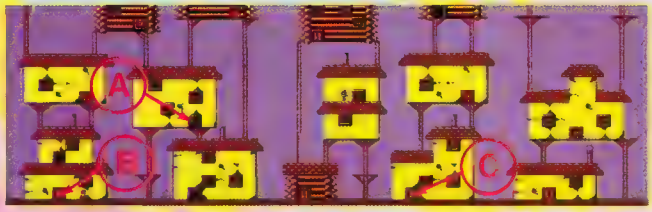
Castlevania 4
Xardian
Muysa
Super Ghouls' Ghost
Joe & Mac
Lemmings
Metal Jack
Raiden
Spanky's Quest
Dragon's Eye
Sim Earth
Pro Soccer
Super Tennis
Hyper Zone
Super E.D.F.
Super Aleste
Super Formation Soccer
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Super R-Type

NEO GEO

Burning Flight
Crossed Swords
Super Baseball 2020
Eight Man
Robo Army
Power Bowl
Fatal Fury
Legend of Success Joe
Basketball
Power Kick
Sen Go Ku
Ninja Combat
Magican's Lord
King of Monster
Super Spy
Cyber Lip
Nam '75
Ghost Pilot
ASO 2
Blues Journey

FACT-FILE

Manufacturer: Acclaim
Machine: NES
Cartridge Size: 2 Meg
Number of Levels: N/A
Theme: Adventure
Difficulty: Moderate
Number of Players: 1
Available: February '92



The city of Piedup is made up of many different houses, shops and other buildings. First you must get money and then go into shop A to buy extra keys. Next, get the drone thieves statue in Shop B and go to the Thieve's Guild (location C) where your quest will begin.

MALKIL IS BACK...

You've fought with the evil Malkil several times before but he keep s coming back. His evil magic is strong and this time he now controls not only the royal Palace, but also the minds of all the people in the city of Piedup.

Your mission is to get to the Palace and defeat Malkil. However, to do this you must first locate and obtain the four sacred Mega Gems as only with them, will you be able to get to the palace. These gems are spread out throughout the mines, labyrinth and dungeons of the UnderWorld of Piedup. Protecting these Gems though, are huge creatures, Guardians and the fearsome Dungeon Master.

You can get help. Some of the people will grant you a transformation power if you find and return important statues. Do this and these people will grant you the power to change into a silver knight, a wizard or a thief. Each has different powers and abilities. In addition, by being disguised, you may be able to sneak past some of the Guardians instead of having to fight! It's the longest and hardest quest yet but with patience and perseverance, good will overpower evil once again!

THE MANY WORLDS OF PIEDUP...



The city is divided into the OverWorld and the UnderWorld. The majority of your quest though, will take place in the UnderWorld. This section is divided up into the Mines, the Labyrinth and the Dungeons.

FIGHT THE GUARDIANS



Guardians protect the important rooms. Try different disguises against the Guardians.

THE THREE FACES OF KUROS



Through the game Kuros will have to disguise himself. He starts out as a knight and can turn into a thief or a wizard when he completes a Guild.



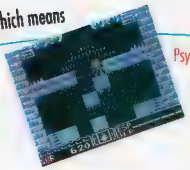
WIZARDS & WARRIORS III

Wizards & Warriors 3™ ©1991 Rare Ltd.
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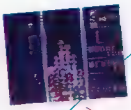


CIRCLE #226 ON READER SERVICE CARD.

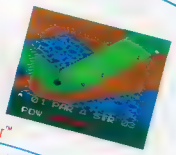
Hold on tight. Sonic The Hedgehog, the fastest video character around, is on Game Gear, Sega's portable color game system. So now he really moves. Which means you can play Sonic, or any of these other great games, wherever you want. Game Gear. It makes other game systems look like they're standing still.

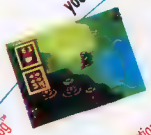


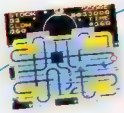












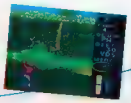


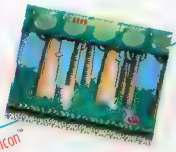




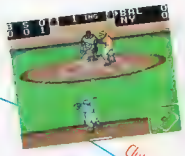


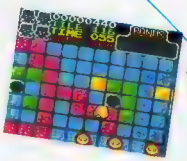


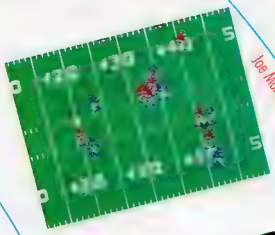


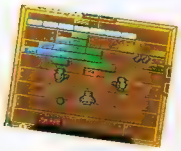


Game Gear™ is making waves with a video game explosion.


Clutch Hitter™

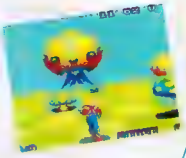

Slider™


Joe Montana Football™

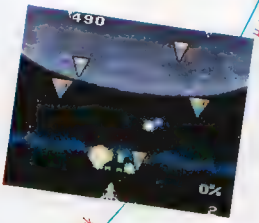

Woody Pop™

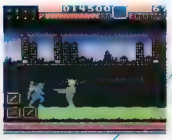

Castle of Illusion™ starring Mickey Mouse


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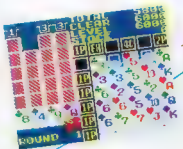

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CIRCLE #224 ON READER SERVICE CARD

WIN NBA TICKETS!!!

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NAME THREE TEAMS THAT APPEAR IN ANY OF THE FOUR LEAGUES IN THE GAME AND WIN BIG WITH ELECTRONIC GAMING MONTHLY AND HUDSON SOFT

GRAND PRIZE You will receive 2 tickets to the NBA basketball game nearest you. Plus, a basketball autographed by Bill Laimbeer. Plus, a Super Nintendo Bill Laimbeer game cartridge.

FIRST PRIZE Three people will receive a basketball autographed by Bill Laimbeer. Plus, a Super Nintendo Bill Laimbeer game cartridge.

SECOND PRIZE Six lucky winners will receive a Super Nintendo Bill Laimbeer game cartridge.





NO PURCHASE NECESSARY
Call the Hudson Soft Hotline to get the names of the teams!
1 - (415) - 495 - HINT

To enter the contest, just do the following:
1) Name three teams that appear in any of the four leagues from the Bill Laimbeer game for the Super Nintendo Entertainment System or call the Hudson Soft Hotline to get the team names.
2) Write them down on a postcard.

Send us your answers along with your name, address, and age to:
Hudson Soft Bill Laimbeer Contest
c/o Electronic Gaming Monthly
1920 Highland Avenue, Suite 222
Lombard, Illinois, 60148

Contest Rules.All entries must be received between December 10, 1991 and February 10, 1992. EGM or the judges are not liable for lost or misdirected mail. One entry per person. No purchase necessary to enter. Prizes are not transferable. Illegible or incomplete entries are ineligible. Employees of Sendai Publishing Group, Inc. or, Hudson Soft, Inc. and their affiliates are ineligible to enter. Hudson Soft and Sendai reserves the right to cancel this promotion at any time with appropriate notice. Winners' names and prize information may be used by Hudson Soft, Inc and Sendai Publishing Group, Inc. for any promotional or advertising purposes without further compensation. Value of prizes: Grand prize $260. 1st Prize $160 (each), 2nd Prize $60 (each). Basketball tickets depend on availability and a cash equivalent may be substituted. Transportation to and from the game is the responsibility of the winner.



OUTPOST GENESIS

FACT-FILE
Manufacturer: Renovation
Machine: Genesis
Cartridge Size: 8 Meg
Number of Levels: NA
Theme: RPG
Difficulty: Moderate
Number of Players: 1
Available: March

DON'T LET THE LAND FALL INTO EXILE!!!!!

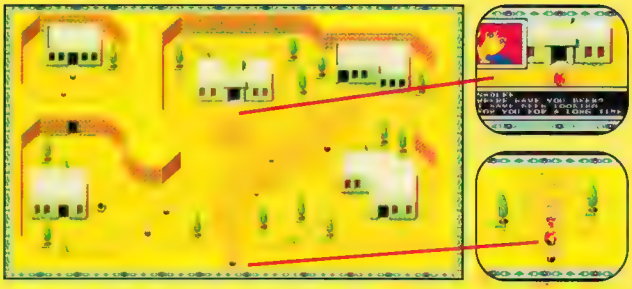
Ever since the beginning of time, nature has controlled life on this planet. It even controls man. Man must live with nature in every aspect of his life. He has no way to control nature, so he must be content with every part of it - from the sunshine to the storms, earth quakes, and nature disasters. Nature is the ultimate power, and man is greatly attracted to this power. From this he has learned that with power comes control.

This has made the history of man one of war and blood shed. In wars people take sides. Big powerful counties attack and conquer weak small countries, and a great number of lives are lost in these wars, but the generals of the armies don't care about lives. All they care about is the amount of land they will conquer and the number of people they will control. In the end, the one who stands victorious and has conquered the most land becomes a superpower.

At one time a wandering desert warrior, named Sadre, defeated one of these superpower, and brought peace back to the lands. This peace was enjoyed for many years, but this peace was soon to come to an end because a new force is rising. This force is know to all as Luciel - a neighbor rivaling town. The people of the lands cried out for help from Sadre. Now Sadre must once again get his sword and prepare for battle!





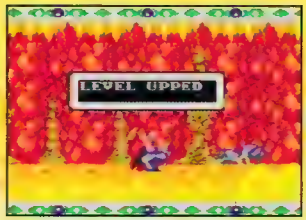


DUNES VILLAGE

You start out in the village. As you walk around you come to an exit but there is a man blocking your exit. In order to get out you will have to first talk to everybody in the town. You may even have to talk to some people twice because some will tell you different things depending on who you have already talked to. By the time you leave this town you should have two addition people in your party.

THE DESERT







Before you make your way out of town you will learn about a strange man that is walking in the desert. Once out of the town, go to the desert and look for this old man. When you find him he will give you new information about your quest. Other then the old man, there isn't anyone else in the desert. However, if you look around very closely you will find one very important place. This spot will be revealed by walking over a specific area, so walk everywhere, even the places that look like you won't be able to walk on. If you step in the right place you will fall into a cave.

Once in the cave you won't be playing the game in the classic RPG style, but you will be playing one that is more like a side scrolling action/adventure game with various enemies attacking you. These side scrolling action screens resemble the ones in Zelda 2 and Y's 3.

Your character will be armed with a sword, and your power will increase as your levels go up. You will want to go up a couple of levels before you decide to take on the boss as he is exceptionally strong. Make sure that you check every corner of this maze because there are hidden treasure chests containing valuable items!

EXILE

OUTPOST GENESIS

EXILE

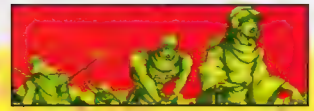
FACT-FILE
Manufacturer: Renovation
Machine: Genesis
Cartridge Size: 8 Meg
Number of Levels: NA
Theme: RPG
Difficulty: Moderate
Number of Players: 1
Available: March

DON'T LET THE LAND FALL INTO EXILE!!!!!

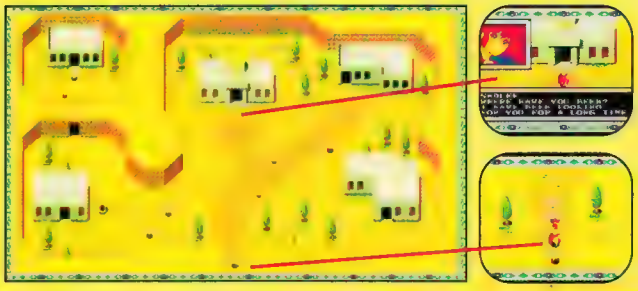
Ever since the beginning of time, nature has controlled life on this planet. It even controls man. Man must live with nature in every aspect of his life. He has no way to control nature, so he must be content with every part of it - from the sunshine to the storms, earth quakes, and nature disasters. Nature is the ultimate power, and man is greatly attracted to this power. From this he has learned that with power comes control.

This has made the history of man one of war and blood shed. In wars people take sides. Big powerful counties attack and conquer weak small countries, and a great number of lives are lost in these wars, but the generals of the armies don't care about lives. All they care about is the amount of land they will conquer and the number of people they will control. In the end, the one who stands victorious and has conquered the most land becomes a superpower.

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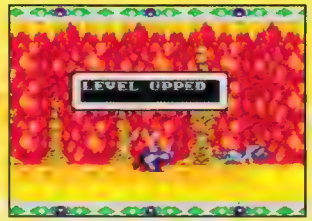


DUNES VILLAGE

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Toki

FACT-FILE
Manufacturer: Sega
Machine: Genesis
Cartridge Size: 4 Meg
Number of Levels: 9
Theme: Action
Difficulty: Moderate
Number of Players: 1
Available: January 1992

PRIMAL INSTINCTS...

It is the time of humans. Though not long since their ascendancy in the food chain, humans have made incredible leaps and bounds toward paradise. Toki, a strong, gentle human male, was relaxing with his female soul mate when the ground began to shake. Off in the distance, a great fortress rose from the mountains. Suddenly, a disembodied hand swooped out from the fortress and grabbed Toki's woman! Soon after, the Dark Lord Stark appeared and digressed Toki to an apeman. His quest to save his beloved must not be thwarted, so he continued on despite his predicament...

In his apeman form, Toki can control certain primal forces which allow him to spew projectiles from his mouth. He must travel through nine dangerous levels to the Dark Lord's mountain fortress, picking up several power-ups that will assist him along the way. These powers last for a short time, but enough are strewn about to keep Toki strong and agile.

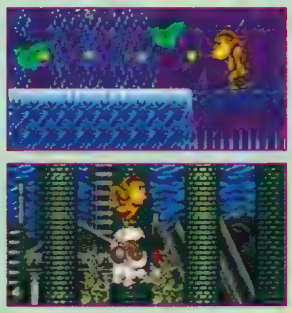
Toki was originally a marvelous, though little heard of, coin-op game. The Genesis translation use the same colorful backgrounds, incorporating full scrolling in every direction, a major delight to the coin-op fans across the country. The bosses are the same, but they have shifted levels somewhat. Otherwise, the awesome graphic details are vibrantly intact, and the musical score is superbly mastered.

As Toki, you must learn to swim, jump, crawl, bounce, climb, and shoot the powerful force balls accurately and precisely. Each end-of-round boss has a specific personality and attack. Stark's Machine will attempt to crush or incinerate you, but all you need to do is blast his six heads. Primeval will send evil apes after you, and try to stomp on your head! Boomer, the third level submarine boss, will send primate missiles in your direction, and then try to smash you against the reefs. His head is his only weakness so spread shots will be especially helpful.

Besides enemies and bosses, the ground itself isn't very helpful! In fact, thorny stalagmites grow from the soil in an attempt to skewer you where you stand. Certain rocky ledges fall apart after you walk on them, making the chasms loom even farther apart. Watch your step!

PRIMAL METHODS...

As Toki, you have two basic attack techniques. First and foremost, you can shoot primal breath balls from your mouth. This is your main form of attack and should be mastered first. The second form of attack is similar to the Mario-style of enemy-bashing. Jump on the enemies' heads to send them reeling into oblivion! Unfortunately, this attacking style doesn't work on round bosses so learn it strictly as a defensive measure.



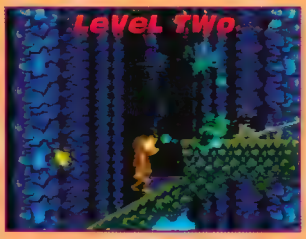








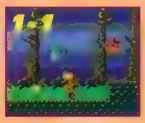
Level One trains Toki in the ways of a simian savior, looking for his lost love and humanity. The enemies pose little threat to Toki, and this makes Level One an excellent place to stock up on lives and food. Shoot the six heads of Stark's Machine.

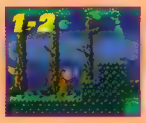


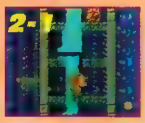
In Level Two, Toki must traverse great caverns, cliffs, and pitfalls to reach the second round boss. The Super Sneakers will help Toki jump the wide chasms with ease, but watch out! They don't last very long. Primeval awaits your arrival.

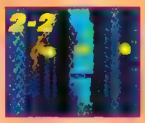


Level Three in an underwater level! It's a good thing Toki can swim. Numerous secret areas hide special power-ups like 1ups and more attack power! The round boss, Boomer, charges at Toki after sending a barrage of missiles his way.



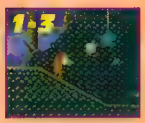


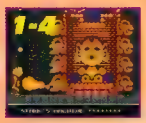


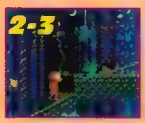


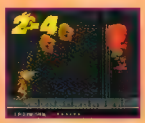


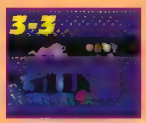














PRiMaL LoVe...

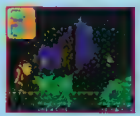
Toki will not rest until he finds his soul mate! Even in the form of an apeman, he knows what he what do. The evil Lord Stark must be destroyed to return peace to the fair countryside (not to mention return Toki to his normal handsome self)! His fem ale love is trapped in the immense fortress, awaiting some grim ritual to bring back the ancient dragon race, so he must move quickly!

It is strongly rumored that the Dark Lord Stark is a descendant of the long lost race of dragons! Stark believes that dragons were the rightful rulers of the Earth, but were usurped by a freak accident eons ago, causing the uprise of humans.

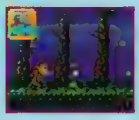
Toki should appear around January 1992, sporting 4 Meg of intense one-player action! Save a lost love, free the world from ancient evils! One fair warning, however, Toki may just bring out the animal in you...

PRiMaL FoRCeS...

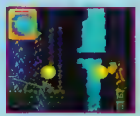
Even as an ape, Toki has many weapons available to him. His breath attacks have six different power ups, each with varying degrees of power versus precision. The Super Sneakers will send Toki high into the air when he jumps and speed up his walk. The Lucky Star gives Toki temporary invincibility!



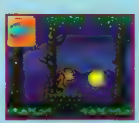
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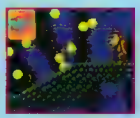
SPReaD



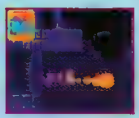
SuPeR



CHaRGeD



BouNCe



FLaMe



SNeaKeRS

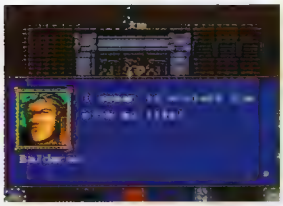


STaR

WARSONG

FACT-FILE

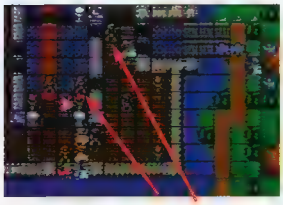
Manufacturer: Treco
Machine: Genesis
Cartridge Size: 4 meg.
Number of Levels: NA
Theme: Role Playing
Difficulty: Moderate
Number of Players: 1
Available: December



Allies will offer aid and protect you with their lives!

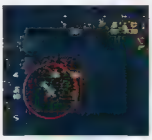


Carry out commands given to you by your king.



Ward off attackers with your troops.

SPECIAL OFFENSIVE MOVES!



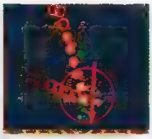
Attack Icon



Movement Icon



Attack Path.



Magic Attack



Intense battle scenes



Army leaders will cast powerful spells

RETRIEVE THE SACRED SWORD

The evil Dalsis Empire is attacking the castle of Baltia to take the Warsong sword. King Alfador orders his son, Prince Garret into the country to escape death and to join forces with allies throughout the kingdom. Their goal is to battle the Dalsis Empire and retrieve the sword.

This complex battle simulator involves twenty game scenarios with set winning and losing conditions. As you start off, you will be given objectives and then you will have the opportunity to choose your commanders and assign soldiers to them. You will then be able to position your commanders on a map. Both you and your enemies will be able to give commands to your units consisting of movement and attack scenarios. Each phase of these commands consists of one turn. Within your units' turn you may choose to move your units, attack an enemy, cast spells and heal yourself with your leaders. Once you are finished with your move, you may choose to end your turn and the enemy will commence to his movements. In addition to this, each unit has its own class, defense and attacking power, strength in hit points , and moving power. Even the terrain on which the battles are fought affect the results of each battle. These phases go on until one side wins.



FACT-FILE

Manufacturer: Sega
Machine: Genesis
Cartridge Size: 4 Meg
Number of Levels: NA
Theme: Action
Difficulty: Average
Number of Players: 1
Available: December '91

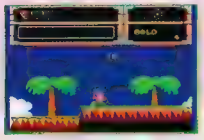


The new WB has more detailed backgrounds and animation.

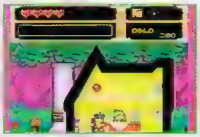


Find the fairy queen, who will give you a helper.

ADVENTURE IN MONSTER WORLD







Much of the game play remains the same as in the previous versions. Gather coins and use them to buy better weapons and armor.

THE ADVENTURE CONTINUES...

Monster World is in trouble again! The evil demons you thought you defeated are back, and the king needs you to return the country to it's peaceful state.

Your quest begins outside of your home. Starting in your town, you must seek out clues as to where you are going by talking to everybody you meet. Some people will be walking down the streets, some working in their stores and others hiding in secluded locations. As you travel, you learn that the princess has been kidnapped from the Purapil castle. Your quest now takes on a new meaning! Journey through lands filled with adversaries and allies. Fight with as many of the enemy early in the game as you will gain experience and gold coins. The gold you will be able to use to buy better weapons and stronger armor, or to rejuvenate your health. You will start out with your Gradius sword but you will want to upgrade that as soon as possible. Once properly equipped you are ready to fight your way through the various islands, caves and underground passages. Learn the secrets of playing the flute as the right tune will open some of the locked doors. Also, make sure you talk to the fairy queen as she will give you a helper to aid you in your journey. Use magic against huge bosses and don't forget to look in treasure chests as they hold the secrets to ways into new sections of the game.



Play the flute to open some of the locked doors.



Strong weapons and armor are needed to take on the bosses.



WONDERBOY V

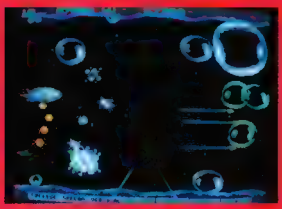


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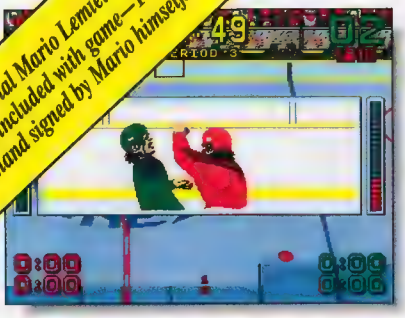
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Throw body-crushing checks into the glass. Send guys tumbling and spinning across the ice. Pass to an open winger for the give and go. Then break free at mid-ice to connect. And slam home a 90 mph slap shot. Make dazzling kick and glove saves. And saves that send you sprawling across the ice. Pull from three sets of frontliners. You'll face everything the pros do as you battle your way to the top of a 16 league team.

Close-ups of every skirmish, shoot-out and face-off make it all too real. There's even fourteen pages of stats to flip through after each period. Just to help you keep track of it all.

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GENESIS

It's a whole lot more.

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CIRCLE #107 ON READER SERVICE CARD.

FACT-FILE

Manufacturer: Electronic Arts
Machine: Genesis
Cartridge Size: 5 Meg
Number of Levels: N/A
Theme: Simulation
Difficulty: Average
Number of Players: 1
Available: Now

EA AIR FORCE

F22 INTERCEPTOR™

ADVANCED TACTICAL FIGHTER

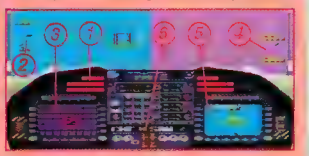


CHECK YOUR DAMAGE!





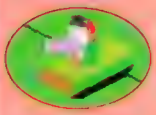
KNOW YOUR CONTROLS!



1. ENGINE STATUS
2. AIRSPEED INDICATOR
3. RADAR
4. ALTIMETER
5. MONITOR DISPLAY
6. CHAFF AND WEAPON SELECT

THE TARGETS!

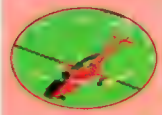
FFTA RADAR



F22 AT FIGHTER



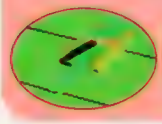
MI-24 HIND



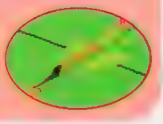
SA-13 GOPHER



T-72 TANK



MIG-21 FIGHTER



ATTACK IRAQ....!

While not the first air combat simulation for the Genesis, F-22 by Electronic Arts, is easily the best to date. Featuring polygon graphics, smooth software scrolling and true-to-life missions, this simulation places you in the cockpit of the awesome F-22 fighter. This jet is loaded with the newest high-tech goodies and you'll need them all when you go up against the best ace pilots flying the fastest of the MIG fighters. With three difficulty levels, dozens of different missions over popular countries like the U.S., Korea, Iraq and Russia, you'll have your hands full just trying to keep the jet in the air as the enemy is waiting for you. Kick in the afterburners as you roar into battle with multiple land, sea and air targets that include tanks, SCUD missile bases and anti-aircraft batteries. You can even switch to an outside perspective to view your plane as you fly!

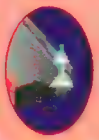
WEAPONS OF DESTRUCTION!!



AGM 65a MAVERICK TV GUIDED MISSILE

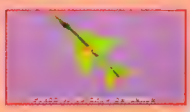
These baby's can be guided once they are fired! To guide them, you must align the cross-hairs on your monitor with your target.





AIM 9N SIDEWINDER HEAT SEEKING MISSILE

Launch these when you have a target locked on. These missiles rarely miss, and will destroy anything! Use them wisely!



It's not even close. The massive Sega™ Genesis™ library is an insane line-up of more than 150 titles. Compared to…well, you get the picture. But we're not just talking numbers here. Genesis is going off with unreal new games like Sonic the Hedgehog,™ Spider-Man,® ToeJam and Earl,™ Golden Axe II™ and Joe Montana II Sports Talk Football.™ Any one of these would be enough to blister your thumbs for weeks. So for the best selection of arcade games, action/adventure, role playing, sports, you name it, check out the Genesis library. Nothing else stacks up.

SEGA GENESIS

It's a whole lot more.

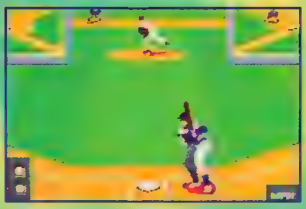
The other guys just don't stack up.

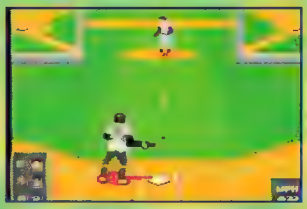


CIRCLE #107 ON READER SERVICE CARD.

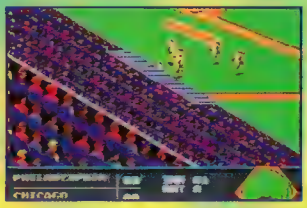
FACT-FILE

Manufacturer: NEC
Machine: TurboGrafx 16
Cartridge Size: 4 Meg
Number of Levels: N/A
Theme: Sports
Difficulty: Average
Number of Players: 1, 2 or 4
Available: Spring '92





The pitcher batter screen is done quite well to allow you to not only watch the ball but also to keep track of your base runners. Watch out for the computer team as it is tough!



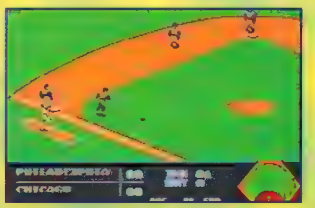
Your Announcer



This is your announcer for today's game. He will talk about the two teams at the beginning and update the score and show highlights during the game.



If you have a few friends at your house connect up the TurboTap and plug in 4 pads! The game is a blast when it is two against two!



SPORTS TV BASEBALL

BASEBALL FEVER!

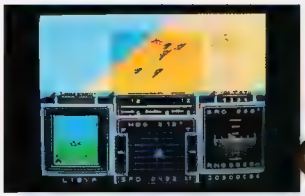
Another addition to the TV Sports series is coming to the Turbo. This time it's TV Sports Baseball and it features all the great multi-player action as found on the other two TV Sports titles (Football and Basketball). With controls very similar to the other games, TV Sports Baseball will be more of what you're used to. In this version, you can play solo, with a friend or the ultimate - four players simultaneously! You must battle with 9 other teams to become World Series Champion! You first start by choosing from three different fields to play on - either a grass field (amateur status), a minor league field, or the hardest - a domed major league field. The animation in the game is very smooth, and the characters react well to the controller functions resulting in good play control all around. The characters not only react to you, but also the characters around them. For example, if you make three strikes in a row, the character breaks his bat. If you are after a fly ball, your player will sometimes bump into other teammates on the field. It is realistic baseball with a touch of originality.

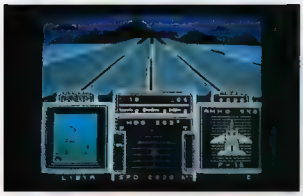
After picking your starting teams, your players take the field and all through the game an announcer will come on and update you on the score, and major highlights, like a stolen base, or a home run. He will also comment on scores, teams, player stats, and starting lineup for today's game.

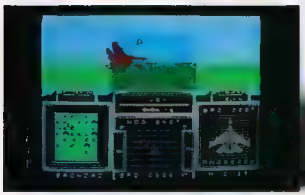
Plug in the Turbotap and invite over everyone you know to play an all out baseball brawl to the finish. It's a new twist on baseball and if you're ready for real multi-player action you'll find it only on the Turbo. Coming to your game system early in 1992!



F-15 STRIKE EAGLE™









"Major Wild Bill" Stealey, President of MicroProse.

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  - Shoot down enemy fighters
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- *Authentic Combat Flight Maneuvers & Tactics!*
  - Real loops, rolls and high-speed turns
  - Dogfight in a full 3-D world that lets you go where you want
  - Outsmart enemy pilots trying to shoot you down

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Circle the appropriate Reader Service Numbers to receive FREE information on the games and products in this issue! Then complete the Survey Questions and you'll be automatically entered into the first drawing of EGM's $10,000 Great Game Give-Away!



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1. Your Age Is: A. 10 and Under B. 11 to 17 C. 18 to 25 D. 26 and Up
2. You Are: A. Male B. Female
3. Which Game Systems Do You Own: A. Nintendo B. TurboGrafx C. Sega Genesis D. Gameboy E. Lynx F. SNES
4. How Many Games Do You Own: A. 5 and Under B. 6 to 10 C. 11 to 15 D. 16 or More
5. What Type of Games Do You Enjoy Most: A. Action B. Adventure C. Role-Playing D. Strategy E. Shooter F. Sports
6. Do You Rent Video Games: A. Yes B. No
7. Will You Buy A Good Game After Renting It: A. Yes B. No
8. What Influences Your Buying Most: A. Magazines B. Television C. Radio D. Friend

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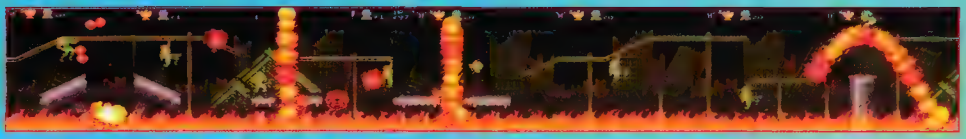
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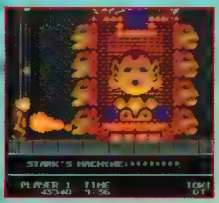
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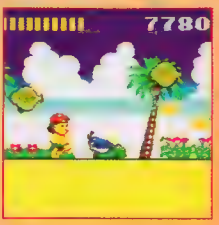
WIN BIG WITH EGM!











Get ready for the ultimate video game contest only from EGM! Each month we will be giving away one copy of each of the games profiled in our Fact File columns! To enter, simply detach the reader survey card, answer the questions and mark which system or systems you own. We will then award one lucky winner a copy of all of the games contained in our Fact-File section for the system indicated in question three! It's that easy! Act fast - the deadline for entering for our January games is February 1!

The following companies are contributing to this contest: Konami/Ultra, Hudson Soft, Asmik, Sunsoft, Lucasfilm, American Software Corporation, Jaleco, Hot-B, Acclaim/LJN, Renovation, Sega, Treco, Electronic Arts, Capcom, and Atari.

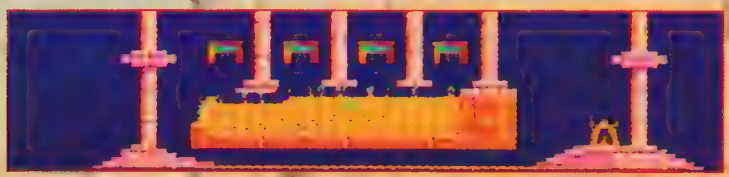
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Boulder, CO 80328-8965

Winners will be listed in the Mar. EGM!

Contest Rules:All entries must be received before February 1, 1991. EGM or the judges are not liable for lost or misdirected mail. One entry per person, multiple entries will be disqualified. Prizes are not transferable. Illegible or incomplete entries are ineligible. Void where prohibited. The decision of the judges is final. No purchase necessary to enter. Contest is not open to employees of Sendai Publishing Group, Inc. or to members of an immediate family. Taxes are the responsibility of the winner. Approximate value of prizes is $800 U.S.. Prizes provided by participating companies and Sendai Publishing Group. Prizes will be forwarded to winner when final production copies are available courtesy of Sendai Publications. One prize per household. Determination of winners will be made through random drawing. The decision of the judges is final.

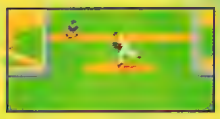




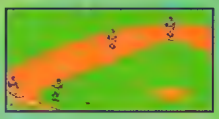


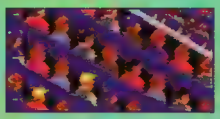


First, pick your type of game, then pick your team. After you have done this, select the field you would like to play on. Each of the three baseball parks has it's own advantages and disadvantages. Learn their characteristics, but it's still best to start as an amateur and work your way up to the majors!









3 LEAGUES TO PLAY IN!

Green Field
(360 ft. Center Field)



Comte Stadium
(410 ft. Center Field)



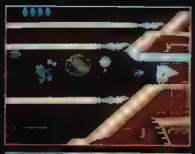
PLAY IN 3 LEAGUES...

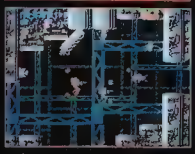
As you get better, you can move up in league status. It's best to start off as amateurs and learn your ball playing techniques in the Green Field. Then, give the minors a try and step up to Maxwell Park. This park is the one that you are given when you begin a new series. Only when you have mastered the controls and can consistently beat the computer, should you think about major league status. When you're ready though, move into the dome - Comte Stadium.

MAXWELL PARK
(400 ft. Center Field)



The Future's A Blast!



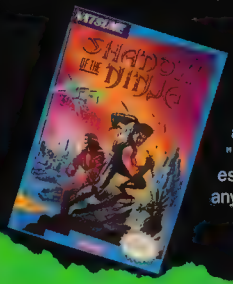


It's the year 2029 and humanity faces certain extinction! An alien force led by their Supreme Commander Vile Malmort is positioned to destroy the Earth.

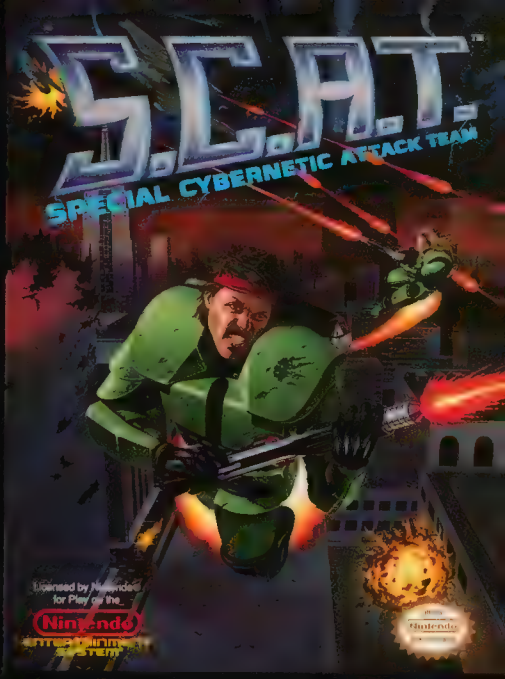
The President has little time to act. He assembles the greatest scientists from around the globe to stop this menace. From their laboratory came mankind's last hope- the members of **S.C.A.T.**

The **S**pecial **C**ybernetic **A**ttack **T**eam has one goal; the utter destruction of the alien fleet. " They've sent an armada to conquer us. We've sent two warriors from S.C.A.T... It should be a fair fight."

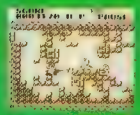
- Capture and adapt multiple weapons systems.
- 1 or 2 player cooperative play.

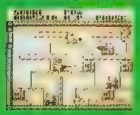


Join two ninjas on their mission to overthrow Emperor Garuda. They must use the arts and weapons of ninjitsu to infiltrate and destroy Garuda's forces. "Natsume's latest is one of the finest NES games released this year or any other year."- *VG&CE, Dec. '90*



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CIRCLE #131 ON READER SERVICE CARD.

FACT-FILE

Manufacturer: Sega
Machine: Game Gear
Cartridge Size: 2 Meg
Number of Levels: 15+
Theme: Action
Difficulty: Average
Number of Players: 1
Available: Now

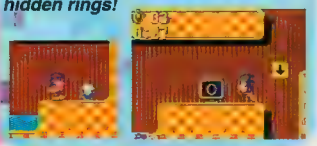
BRIDGE ZONE



In this level, you will have to be quick! You'll find bridges collapsing below your feet, and robotic fish jumping out of the water for a quick meal!

GREEN HILL ZONE

Similar to Genesis version, this is the zone where you'll find lots of hidden rings!



LABYRINTH ZONE

In this stage, you'll slide into action down to the bottom of the pond where new aquatic dangers await you!



JUNGLE ZONE



Keep watch, because you're going to find all sorts of pitfalls as you pass waterfalls, spinning logs, and skewering spikes.

SCRAP BRAIN ZONE

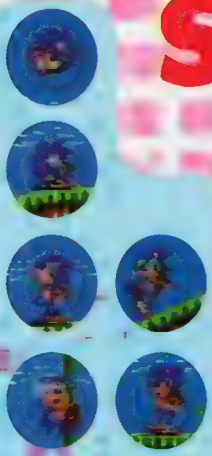
Proceed carefully as you ride on conveyor belts and battle with new mechanical misfits. Watch out for the swinging rotary blades!



SKY BASE ZONE



The final zone! Pursue the Doc through electrified areas and on to a huge battle blimp!



ALL THE ANIMATION IS BACK!

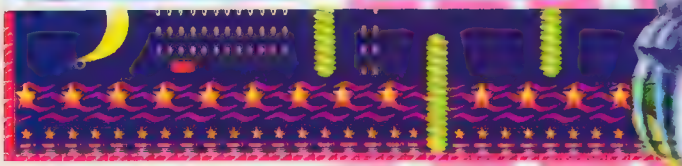
NOW, I'M REALLY ON THE GO!

WHOAH! That Dr. Robotnick will just never quit! Well, now I'm off collecting the rings and chaos emeralds all over again, but I have to be cautious, because I've even more places to go, like a vine-filled jungle, bridges that collapse under my feet, and even a gigantic warship! No time to talk, I've got to get going, as those badnicks are hot on my spiny back, so adios amigos! See you in the comics!

SONIC

SONIC THE HEDGEHOG

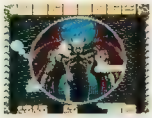




Get 50 rings and go to the bonus round!

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Breaking Up Is Hard To Do.

Especially when you're playing this game. If you think you've seen this one before, you're right. And wrong. You see, our game is much, much, more complicated, with monstrous enemies, high-tech UFO's, and walls and walls of blockades. So we gave you two paddles, offensive and defensive, just to even up the odds. But don't get us wrong. You'll like this game. You'll just have a devilish of a time getting through it alive.

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FACT-FILE

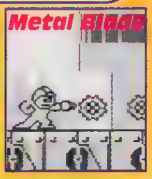
Manufacturer: Capcom
Machine: GameBoy
Cartridge Size: 2 Meg
Number of Levels: 10
Theme: Action
Difficulty: Easy
Number of Players: 1
Available: February

MEGAMAN WORLD 2

THE WEAPONS OF MEGA MAN

These are the weapons used by Mega Man through his quest. each of them has a radically different effect on each of the bosses. Learn which of these best suits your needs for that level.







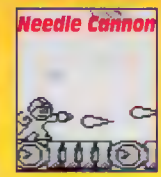








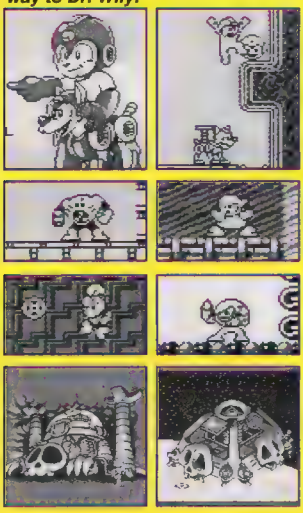






THE DEADLY BOSS ROBOTS

At the end of each area, there is an evil android out to blast you into wafer-thin sections. It's up to you to stop them and make your way to Dr. Wily!



THE MEGA ACTION, AND THE MEGA ADVENTURE CONTINUES...

Mega Man World for GameBoy was such a hit when it came out last year, that Capcom has decided to expand it's popularity to a second installment. Mega Man World 2 for GameBoy is on it's way, and it looks hot. With all of the action of the previous Mega Man carts, this one features the stars of Mega Man 2 on the NES. It mostly focuses on originality, following along the lines of the Mega Man style that you remember from the Nintendo version. There are 8 main levels, each of them led by a maniacal Boss robot. The first four are Air Man, Wood Man, Clash Man, and Metal Man. You will probably recognize them from Mega Man 2 on NES. The last four are Needle Man, Hard Man, Magnet Man, and Top Man from Mega Man 3. Only the first four are selectable at the beginning. The last two levels are Dr. Wily's castle, and his Space fortress. At the end of the space fortress, you face Dr. Wily himself. Is this the final battle? Will this crazed scientist ever give up? Only time will tell. Until then, check out Mega Man World 2!



KAGE-KI

FISTS OF STEEL

AN AWESOME LEFT, AN EXPLOSIVE RIGHT!





Your Fate
Vs.
The Steel Gang

They'll come at you with everything from martial arts to bombs, so don't expect a fair fight. Speed or treachery [illegible] to survive the onslaught of the Nine Bosses. You're in for the Fight of Your Life,
are you TUFF ENUFF!!??

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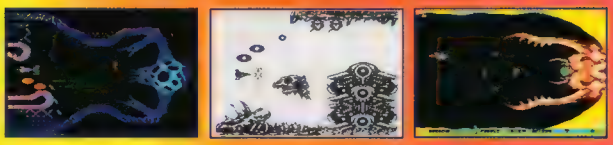
[illegible] SAGE'S CREATION [illegible] SAGE'S CREATION, 9351 20th, GARDEN GROVE [illegible]

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FACT-FILE

Manufacturer: Konami
Machine: GameBoy
Cartridge Size: 2 Meg
Number of Levels: 5
Theme: Shooting
Difficulty: Average
Number of Players: 1
Available: January '92

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AND NOW...THE NEWEST VERSION...

The Bacterion Empire is back in action and has launched a counterattack on our galaxy. Get ready to take on five new levels of deep space explosive action. With dual scrolling 3-D type backgrounds, three different pre-attack modes, and the familiar 6 level power-up gauge, this cart has it all! Blow through the gauntlet of alien defenses to get to the boss and show him who's really the boss! It's a 2 meg blaster that's guaranteed to please!

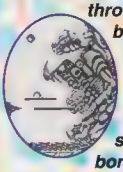


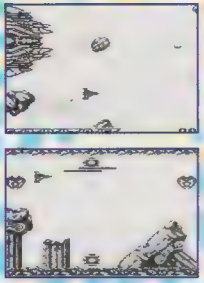
PICK AND CHOOSE YOUR WEAPONS FOR YOUR DANGEROUS MISSION!



STAGE ONE

Fly into the Bacterion empire through an asteroid belt, and down into ancient ruins. Take on a huge end of round alien plant which shoots spore-like bombs and killer insectoids out at your ship!

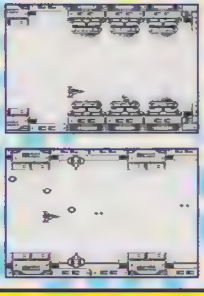




STAGE TWO

In the Mechanical Zone, you are bound to be in for major surprise attacks. Watch the walls as many turrets and traps are cleverly placed in positions that are sure to spell out certain death for many!

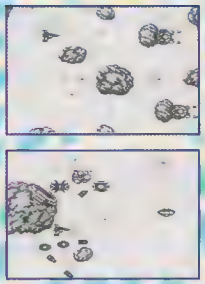




STAGE THREE

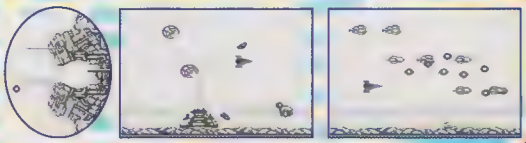
Fly deep into the heart of yet another asteroid belt. Unfortunately, this one is not as simple as the previous encounter. Make sure that your ship is fully powered up, as the boss is an old familiar enemy!





STAGE FOUR

The ultimate dogfight! Dive down to the home planet's surface to take on the whole enemy armada for this battle! Watch out for the waves of ships as well as hidden turrets and huge walkers!



THE NEWEST EXCITING CHALLENGES!



THE BATTLE OF MIGHT AND MAGIC OVER A DOOMED WORLD

The peaceful kingdom of Baljing has fallen into the hands of the dark sorcerer, Zabbaong. The people cry in despair and cringe in fear of Zabbaong's foul forces. However, a valiant hero has been summoned by Baljing's protector, the Dragon Spirit, to do battle with Zabbaong and his armies. This mighty warrior, with the ability to change into a dragon and battle the enemy forces from the air, must overcome the wicked warlock and his horrendous hordes and bring peace once again to this oppressed land. The journey is fraught with peril....the path packed with danger. Only a warrior of uncommon bravery and resourcefulness will overcome Zabbaong and his foul minions. Only one, such as....the Dragon Fighter!



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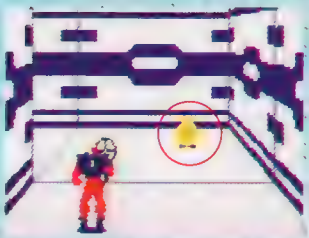
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XYBOTS

FACT-FILE

Manufacturer: Atari
Machine: Lynx
Cartridge Size: 2 Meg
Number of Levels:NA
Theme: Action
Difficulty: Average
Number of Players: 1 - 2
Available: Now



Collect coins to buy items!





A map will show you where your enemies are.

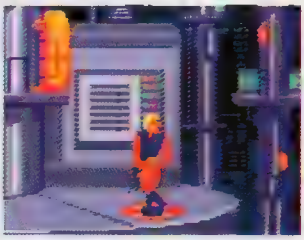


Buy power-ups at the various vending machines.

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The Xybot warriors have taken over an important space station. You have been sent been sent to destroy the intruders and reclaim the space station once again. Failure to complete your mission will result in the Federation having to abort its plans to colonize space. Once this comes about, civilization as we know it will die! Only you can make sure that the human race survives.

You begin your mission aboard the space station. Ahead, you will see hallways that wind in maze-like corridors. When you search for the Xybots, make sure you look for coins which will help you buy helpful items from vending machines. These machines hold valuable power-ups that will help you find your way, increase your firepower, and provide protection from energy loss. Other items to look for are keys, which open locked passageways, energy orbs, warp transporters, and exits. Consult your map to find the location of your enemies. Comlynx with a friend for a better chance of survival. Use all of your skill to save mankind and yourself!



You have made it to the base. Now go to the vending machine and get your power-up items!

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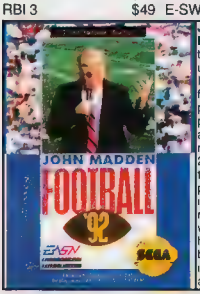


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Heavy Nova $50
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Moonwalker $42
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GENESIS SPORTS

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Joe Montana Ftball $42
Joe Montana 2 $49
John Madden Ftball $34
John Madden '92 $42
Lakers vs Celtics $42
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Mike Ditka Football $46
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PGA Tour Golf $49
Powerball $45
RBI 3 $49



JOHN MADDEN '92 by **ELECTRONIC ARTS** is the 1992 version of the ultimate football game. Includes all the original features, on-screen play calling, IsoVision passing camera, audibles, & player ratings. Includes over 20 new features, tougher defense, new plays, better artificial intelligence, Instant replay, rain, snow, & wind, 1 or 2 player head-to-head or side-by-side, substitutions, injuries, & improved audibles. **$42**

Speedball 2 $43
Super Volleyball $35
Soccer $35
Tennis $42
T Lasorda Basebll $52
Zany Golf $24

GENESIS ADVENTURE

Adventur Syd Vallis $42
Alex Kidd Castle $35
Alien Storm $42
Aliens 3 $59
Atomic Robo Kid $29
Back to the Future 3 $42
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Bonanza Brothers $38
Chuck Rock $49
Crack Down $42
Dark Castle $36
Decapattack $42
Dick Tracy $34
El Viento $56
Ernest Evans $54
E-SWAT $42



'CORPORATION' from **VIRGIN GAMES** asks Are you tough enough to take on the 21st century and save mankind from a genetically engineered war machine? You'll arm yourself with a whole arsenal of weapons and your own psychic powers. Features 16 levels of 3D environment with fast, smooth 360 degree scrolling. Realistic arcade control of six characters: two male, two female, and two droid. **$49**

Fantasia $42
Fatal Rewind $42
Final Zone $29
Flicky $19
Gain Ground $42
Ghostbusters $42

GENESIS ADVENTURE

Ghouls 'N Ghosts $48
Golden Axe 1 $52
Golden Axe 2 $49
James Pond $36
James Pond 2 $42
Jewel Master $42
Jojee's Odyssey $45
Marvel Land $50
MERCS $49
Mickey Mouse $42
Midnight Resistance $45
Mystic Defender $39
Predator 2 $56
Onslaught $43
Ocksht Donld Duck $42
Rastan Saga 2 $42
Revenge of Shinobi $52
Rolling Thunder 2 $50
Saint Sword $43
Shadow of Beast $52
Shadow Blasters $39
Shadow Dancer $42
Slime World $43
Sonic Hedgehog $45
Spiderman $45
Stormlord $49
Strider $56
Swamp Thing $45
Sword of Sodan $34
Target Earth $47
Techno Cop $47
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Thunderfox $43
ToeJam & Earl $49
Turrican $43
Vallis 3 $56
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G-LOC $29
Golden Axe $39

SEGA GAME GEAR

Golf $34
Halley Wars $29
Joe Montana Ftball $34
Junction $29
Mickey Mouse $29



'RBI BASEBALL 3' from **TENGEN** has awesome game play! Great graphics! and 1990 stats of real pros! Includes all 26 Pro Teams, each with a roster of 24 real players! Actual 1990 stats for each player! Actual stats for Division Champions from '83 to '89! Instant Replay so you can relive exciting plays! Approved by the Major League Players Association! Plus great animation, graphics, music, & sound FX **$49**

Ninja Gaiden $34
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Pac Man $29
Psychic World $29
Putt & Putter $29
Rastan $34
Revenge Drancon $29
Shinobi $34
Slider $29
Solitaire Poker $29
Sonic Hedgehog $34
Space Harrier $29
Super Golf $29
Super Monaco GP $29
Woody Pop $29

GENESIS ROLE PLAYING

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Battlemaster $43
Buck Rogers 1 $59
Corporation $49
Exile $56
Faery Tale Adventur $42
Fatal Labyrinth $29
Immortal $52
King's Bounty $36
Master of Monsters $42
Might & Magic 2 $59
M & M 2 Hint Book $10
Phantasy Star 2 $59



'THE IMMORTAL' from **ELECTRONIC ARTS** is an in depth role-playing nightmare come to life. Meet the Maker. Terror reigns in his dungeon lair. Eight levels with over fifty chambers to explore. Every room filled with danger & deception. Full screen animated real-time combat. Difficult puzzles on every level. Over thirty animated death scenes. Digitized soundtrack of screams and other unearthly sounds **$52**

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PStar 3 Hint Book $14
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Starflight 1 $59
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GENESIS ROLE PLAYING

Super Hydlide $47
Sword of Vermillion $59
Traysia $56
Vasum (was Dando) $56
Y's 3 $59

GENESIS SHOOTERS

After Burner 2 $42
Air Buster $43
Air Diver $44
Arrow Flash $29



'F22 INTERCEPTOR' from **ELECTRONIC ARTS** is the only flight simulator. Experience the sensation of flight as you battle land, sea & air targets in a vivid 3D world. Fly over 100 unique missions in Iraq, Korea, Russia & the USA. Or create your own with the mission generator. Over 20 targets including T72 tanks, MIG29 fighters, Hind helicopters, & SAM sites. Avoid enemy radar. Multiple views. Land on an aircraft carrier! **$42**

Battle Squadron $26
Bomber Raid $42
Burning Force $29
Caliber 50 $52
Crossfire $44
Crystal Quest $45
Death Duel $56

GENESIS SHOOTERS

Hellfire $43
Insector X $44
Musha $49
Phelios $29
Raiden $50
Road Blasters $42
Sagaia $43
Soldeace $43
Space Harrier 2 $37
Space Invaders $38
Supr Thunder Blade $37
Tsk Forc Harrier Ex $45
Trouble Shooter $39
Thunder Force 2 $37
Thunder Force 3 $29
Truxton $37
Twin Cobra $38
Vapor Trail $56
Whip Rush $19
Wings of Wor $46

GENESIS SIMULATION

688 Attack Sub $59
Abrams Battle Tank $49
Demolition Rally $42
Dinoland $42
F22 Interceptor $42
Hard Driving $47
Outrun $42
Paperboy $42
Quad Challenge $45
Road Rash $42
Super Hang On $37
Super Monaco GP $42

GENESIS STRATEGY

Art Alive $36
Berlin Wall $39
Blockout $26
Breach 2 $59
Centurion:D Rome $42
Columns $29
Herzog Zwei $39
Ishido $19
Junction $38
Klax $44
Lemmings $42
Marble Madness $42
Ms Pac Man $35
Pacmania $42
Rampart $42
Shove It $37
Star Control $52
Trampoline Terror $39
Ultimate Qix $40
Warrior of Rome $59
Warsong $49
Zoom $30

GAMES FOR LESS 802 - 767 - 3033

GENESIS HARDWARE

GENESIS System	$149
Arcade Power Stick	$39
Control Pad	$19
Genistick	$27
Power Base Cnvrtr	$34



'ACTRAISER' from **ENIX** combines pulse-stopping action sequences with an intelligent Simulation Mode, allowing the player to forge a new civilization. **$54**

Video Monitor Cable	$ 9
Wireless Control #1	$39
Wireless Control #2	$19

TURBOGRAFX 16 HARDWARE

TurboExpress	$289
Turbo AC Adaptor	$29
Turbo Car Adaptor	$29
Turbo Comm Cable	$19
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TURBOGRAFX 16 STRATEGY

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Military Madness	$47
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Timeball	$40
Tricky Kick	$41



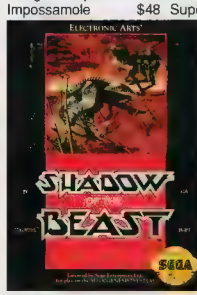
'BUCK ROGERS' from **SSI** is an in depth sci-fi roleplaying game. Control 12 intergalactic warriors in tactical combat against dozens of aliens. Encounter sentient extraterrestrials from uncharted worlds. Features first person view ship to ship combat, 6 races, 5 professions, over 25 skills, over 50 different items, 8 megs of memory, battery back up saves 3 games, 40 page hint book & maps included **$59**

TURBOGRAFX 16 SIMULATION

Alien Crush	$19
Devil's Crush	$47
Final Lap Twin	$19
Victory Run	$19

TURBOGRAFX 16 ADVENTURE

Bonk's Adventure	$42
Bonk's Revenge	$45
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Cadash	$47
Camp California	$48



ELECTRONIC ARTS' 'SHADOW OF THE BEAST' is the ultimate adventure game with parallax scrolling and cutting edge Psygnosis artwork. Includes multiple scrolling backgrounds for 3D effect. Explore the wilderness and caverns. Destroy the Dracubeast before his fangs rip your armor! Features Psygnosis quality art & sound FX, 132 monsters, 8 Megs of ultra compressed memory, 13 levels of action **$52**

JJ and Jeff	$27
Legendary Axe 1	$19
Legendary Axe 2	$41
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Parasol Stars	$46
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Splatter House	$49
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Talespin	$48
Tiger Road	$47

TURBOGRAFX 16 COMPACT DISK

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Camp California	$49
Fighting Street	$36
Final Zone 2	$47
It Came frm Desert	$48
Jack Nicklaus Golf	$44
JB Harold	$47
Last Alert	$47
Lords of Rising Sun	$44
Magical Dinosaurs	$47
Monster Lair	$42
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Shape Shifter	$44
Vallis 2	$47
Vallis 3	$48
Y's Book 1 & 2	$47
Y's 3	$48

TURBOGRAFX 16 SPORTS

Ballistix	$43
Battle Royal	$47
Chmpns Frvr Boxng	$49
Davis Cup Tennis	$43
Jack Nicklaus Golf	$44
Panza Kick Boxing	$43
Power Golf	$29
RBI 3	$42
Super Volleyball	$39

TURBOGRAFX 16 KICK & PUNCH

China Warrior	$27
Pit Fighter	$42
Vigilante	$19

TURBOGRAFX 16 SHOOTERS

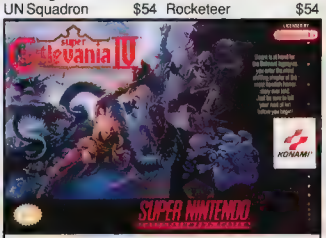
Aero Blasters	$49
Blazing Lazers	$19
Bloody Wolf	$43
Cyber Core	$42
Deep Blue	$27
Dragon Spirit	$37
Fantasy Zone	$27
Galaga '90	$19
Ordyne	$37
Psychosis	$39
Raiden	$49
R-Type	$42
Sinistron	$47
Space Harrier	$37
Super Star Soldier	$49
Turrican	$43

SUPER NINTENDO SYSTEM

SNES System	$200

SUPER NINTENDO KICK & PUNCH

Final Fight	$54
UN Squadron	$54



'CASTLEVANIA 4' from **KONAMI** is the greatest **CASTLEVANIA** yet. Great sound FX & graphics, 11 levels, Terrace of Terror, Rotating Dungeon, Sunken Ruins. **$54**

SUPER NINTENDO SIMULATION

F-Zero	$49
Pilot Wings	$49
Radio Flyer	$54
SimCity	$49
Supr Battle Tank	$54
Ultrabots	$54
Wing Commander 1	$64

SUPER NINTENDO SHOOTERS

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Gradius 3	$49
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Raiden	$54
Supr R Type	$54

SUPER NINTENDO STRATEGY

Bombuzal	$49
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Lemmings	$49
Populous	$49
Shanghaii	$49

SUPER NINTENDO ADVENTURE

Castle Vania 4	$54
Dream TV	$54
Equinox	$49



'TURBOEXPRESS' from **NEC** is the best handheld game system on the market. More colors, beter resolution, more software than any other system. It is the top of the line. **$289**

Home Alone	$49
Hook	$49
Jelly Bean	$49
Joe & Mac	$49
Lagoon	$54
Legend Mystcl Ninja	$54

SUPER NINTENDO ADVENTURE

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Rocketeer	$54
Simpsons	$54
Smash TV	$49
Solstice 2	$49
Supr Advntr Island	$54
Supr Ghouls Ghost	$54
Teeng Mtnt Nnj Trtls	$59



'JOHN MADDEN 1992' from **ELECTRONIC ARTS** comes to **SUPER NINTENDO**. Includes 29 teams, 100 plays, great graphics & sound FX, instant replay & weather. **$52**

Ultraman	$46
X-Men	$49

SUPER NINTENDO SPORTS

Big Run	$49
Bill Laimbeer	$54
Extra Innings	$49

SUPER NINTENDO SPORTS

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Smart Ball	$49
Supr Baseball 1000	$54
Supr Bases Loaded	$49
Supr Double Dribble	$54
Supr F1 Built to Win	$49
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Supr Tennis	$49
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SUPER NINTENDO ROLE PLAYING

Actraiser	$54
Drakkhen	$54
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Might & Magic 2	$59
Ultima 5	$64
Wanders from Y's	$59
Zelda 3	$49

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U.S. NATIONAL VIDEO GAME TEAM'S

SUPER PLAY

SUPER STRATEGIES FOR WINNING BIG!

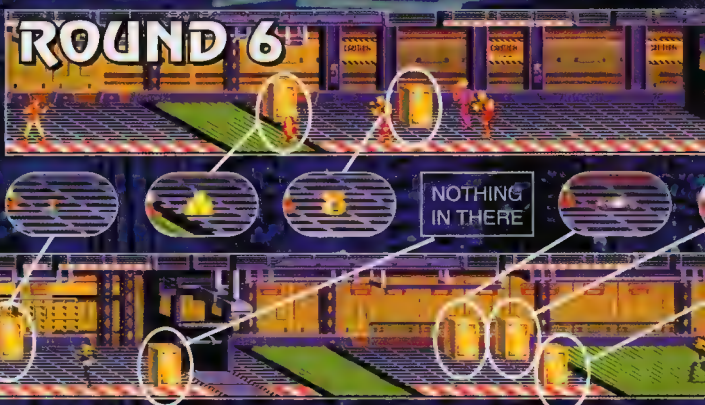
STREETS OF RAGE

FACT-FILE
Manufacturer: Sega
Machine: Genesis
Cartridge Size: 4 Meg
Number of Levels: 8
Theme: Fighting
Difficulty: Moderate
Number of Players: 1 or 2
Available: Now

AN EYE FOR AN EYE!

The battle heats up as you find yourself deeper in the territory of the crime syndicate. You must fight your way to the penthouse of the Main Boss and dethrone him once and for all. The U.S. National Video Game Team will guide you through the final stages of this great game. We'll give you the best in strategy and the latest techniques from the best players in the world. Look for an in-depth section on techniques to defeat each of the characters in the game as well as the best way to polish off the leader of this bunch of thugs.





SPECIAL TECHNIQUES!

Now the Bosses get a little tougher than in the previous levels. You must master a series of techniques if you want to come out of these levels alive. When fighting the terrible twins in level 5 you should not use any jumpkicks. The best way to defeat them is to try to concentrate on one at a time. One of the girls will repeatedly use jumpkicks. When she jumpkicks towards you, hit the attack and jump buttons for a reverse kick.' If you get the timing down right she will never hit you. The other girl does flips and tries to get you into a back crunch. When she flips, try to get behind her and then grab her. Do a couple of knee slams and then throw her into the other girl. When fighting the two Razorhand dudes, also try to concentrate on one enemy at a time. Get in front of him, and do two punches, then grab him and knee slam him twice. End with a nice back crunch and do it again. If you are high on energy save the meat for as long as possible. Grab it only when you really need it.





Use the extra special weapon against the terrible twins for best results.

BOSS 5!

BOSS 6!

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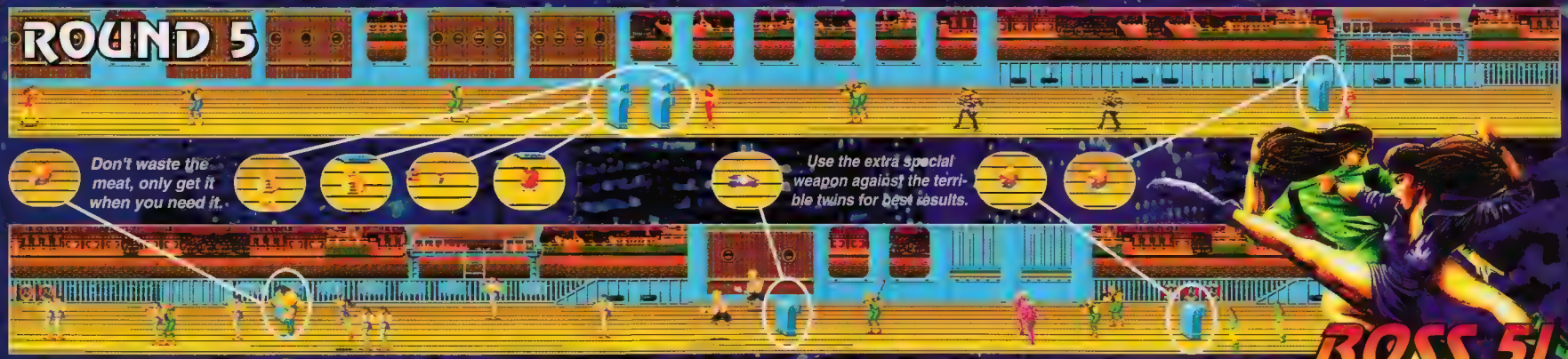
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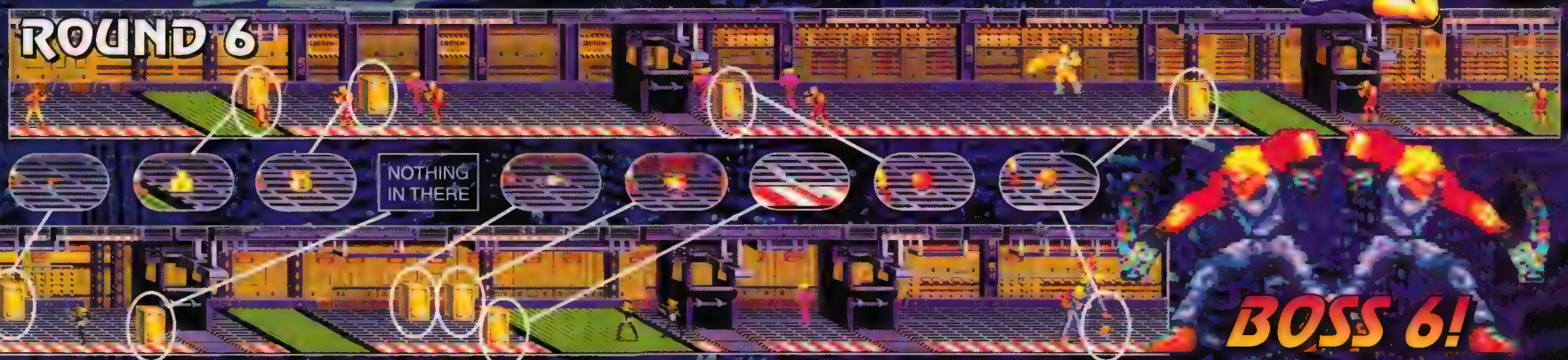
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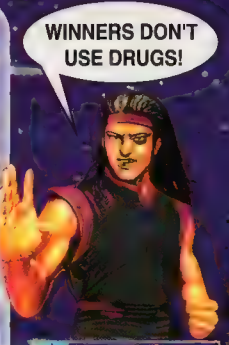








SPECIAL TECHNIQUES!



END OF LEVEL BOSSES!



DOWN UNDER DAN
The best way to defeat this over-sized thug is to grab him and give him two knee slams and then back crunch him.



RAY ZORHAND
Don't use jumpkicks or you'll get a taste of those blades. Get in close and grab him. Do two knee slams then back crunch him.



THE ULTIMATE WRESTLER
This guy is fast! The easiest way to get rid of him is to stay in once place let him run right into your jumpkicks.

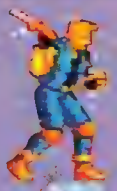


MIKE THE MAULER
This guy likes to run you over. All you have to do is grab him and knee slam twice, let go and repeat till he's gone.



SWITCHBLADE SHERRI
Probably the toughest character you'll face. The only thing that seems to be effective is the reverse kick.

THE CRIME SYNDICATE!



TERRIBLE TERRY
Two punches, grab him and knee slam twice, then throw him into an enemy is the preferred way of getting rid of this nuisance.



SPEARHEAD STEVE
This guy is annoying. Two punches, two knee slams, and a back crunch are all you need to get rid of this guy.



PSYCHO CINDY
Never trust a girl with a whip. Just grab her and knee slam her twice, then give her a nice back crunch to finish it off.



KUNG FU CHARLIE
Don't let his moves scare you. The quickest way to get rid of him is to grab him and do two knee slams, let go and repeat.



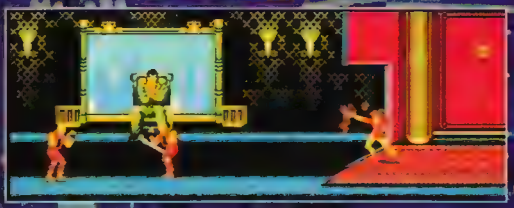
RENEGADE RON
This punk will throw axes or torches at you. Remember rapid punches are the only way to get rid of his weapons.



The only thing to remember here is that criminals are heavier than air. So give them a toss over the edge.



LAST BOSS!





THE FINAL BATTLE!

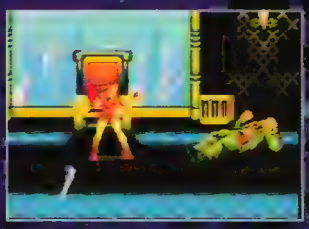
You've finally made it to the penthouse lair where the leader of the crime syndicate awaits you. He'll send a few of his henchmen out to greet you before actually fighting you himself. Watch out for his machine gun, jump over the shots to avoid contact. Don't use jumpkicks against him because he will knock you out of the air. Now go put an end to the crime wave in your city.



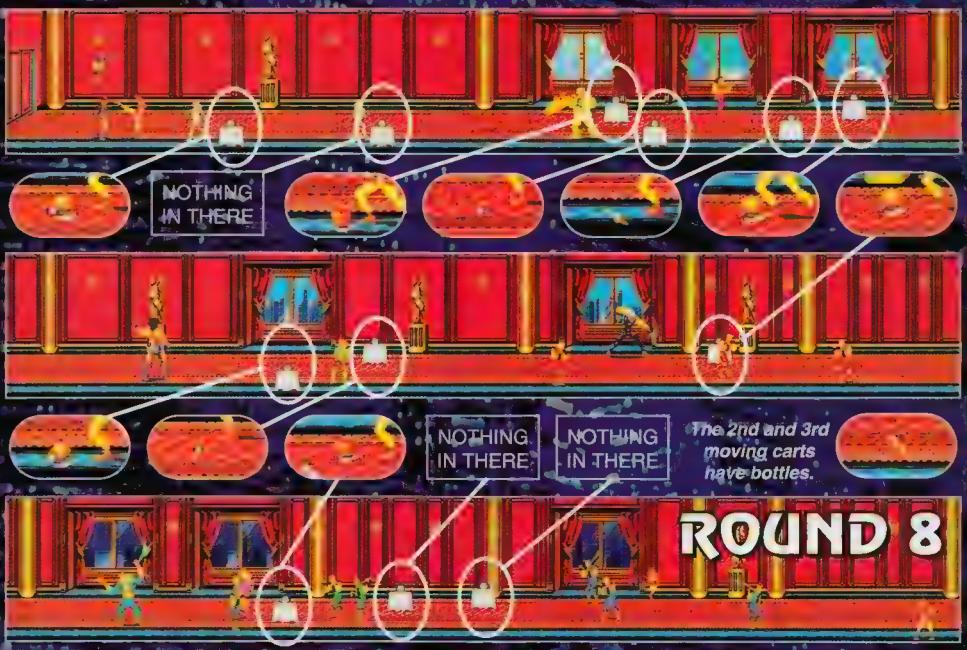
When he starts to fire his machine gun, jump over the stray shots.



Back crunches are the most effective move that you can do to defeat him.



Keep fighting, victory is almost in your hands.



U.S. NATIONAL VIDEO GAME TEAM'S

SUPER PLAY

SUPER STRATEGIES FOR WINNING BIG!





FACT-FILE

Manufacturer: Capcom
Machine: Nintendo
Cartridge Size: 4 Meg
Number of Levels: 18
Theme: Action
Difficulty: Moderate
Number of Players: 1
Available: February

MEGA MAN 4®

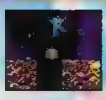
MORE MEGA ACTION!!

That's right Mega Man is back for his fourth adventure. In this version you will learn a lot about the history of Mega Man as to how a courageous man named Rock was turned into Mega Man in order to face Dr. Willy and return peace back to the galaxy. You learn this through a series of cinema displays in the beginning of the game. However, you don't only find out about the creation of Mega Man, but you also find out how Dr. Willy got to be such a threat.

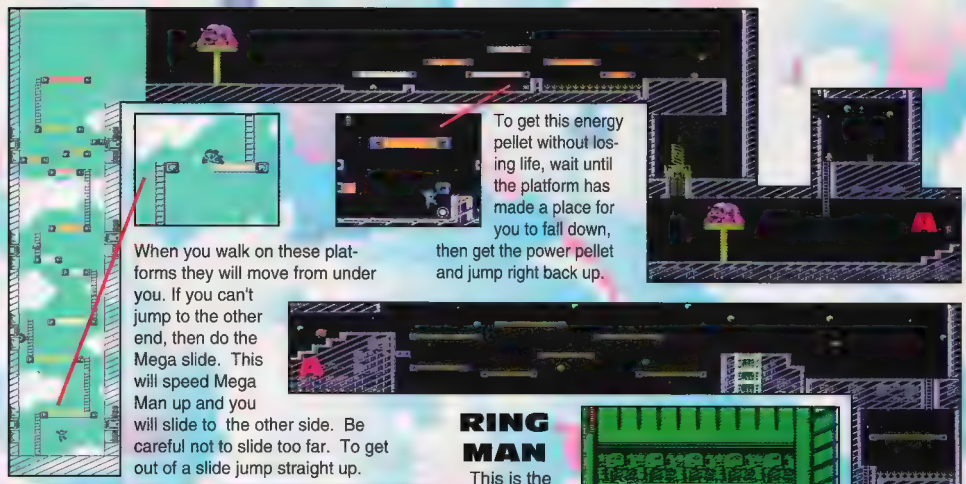
It all started one day when Dr. Light created new industrial robots that could do the work of a thousand men. These robots worked fine for a while but one day the robots just started to trash the whole city. There was one person behind all of this - Dr. Willy. Mega Man has fought with Dr. Willy before, but when the battle was over, Dr. Willy always managed to escape. Now Mega man must take on a new batch of berserk robots in Mega Man 4. While this game is much like the previous series, but there is a whole new batch of weapons, and bosses. In this game you will have to battle through two castles. Dr. Willy awaits you in one, but there is an unknown force waiting to do battle with you for the first time. The U.S. National Video Game Team will take you through this new Mega Man adventure with a series of maps and tips. Again, only in EGM!





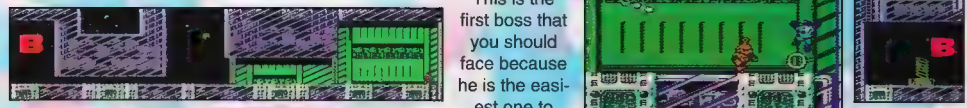


Don't' jump over these holes right away as enemies fly out. Wait for them then jump.

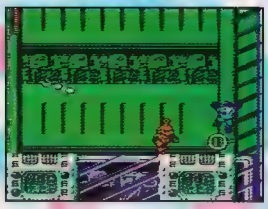


When you walk on these platforms they will move from under you. If you can't jump to the other end, then do the Mega slide. This will speed Mega Man up and you will slide to the other side. Be careful not to slide too far. To get out of a slide jump straight up.

To get this energy pellet without losing life, wait until the platform has made a place for you to fall down, then get the power pellet and jump right back up.



RING MAN



This is the first boss that you should face because he is the easiest one to beat with your Mega buster. The first thing that you should notice is that your regular gun doesn't work as effectively against the bosses. Before you enter the boss's room, you should power up your Mega buster, and keep the button pushed down until the bosses power meter is filled up. Let go of the button, and immediate start recharging your Mega Buster. When Ring Man shoots at you, jump over his shots, and when he charges you, jump over him and jump his first shot, and then shoot. Repeat this until Ring Man is dead.

MEGA BUSTER!!

You can now power-up Mega Man's gun. The longer you hold the button the stronger it gets!



This is the basic form of attack that you have when you just push the button once. You have an unlimited supply of bullets.



Your Mega gun will shoot this out if you hold down the button for a short while. Mega Man will be flashing blue.

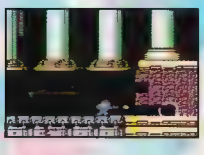


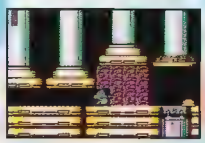
This is the most powerful of the shots from the Mega gun. You have to hold the button down until Mega Man turns green.

DUST MAN

You should beat Ring Man before you try to fight Dust Man because if you use your Ring weapon on Dust Man it will be a lot easier to defeat Dust Man. When Dust Man fires at you, his shots are high enough to jump over. After he fires a couple of times he will try to suck you towards him like a vacuum. Hit him with your ring when you get a chance.

This part can be tricky, but it is really very easy. There is one bad spot that you have to watch out for, and that is towards the end where the pillars come down to the ground. Try to shoot away as many blocks before running under the pillars.





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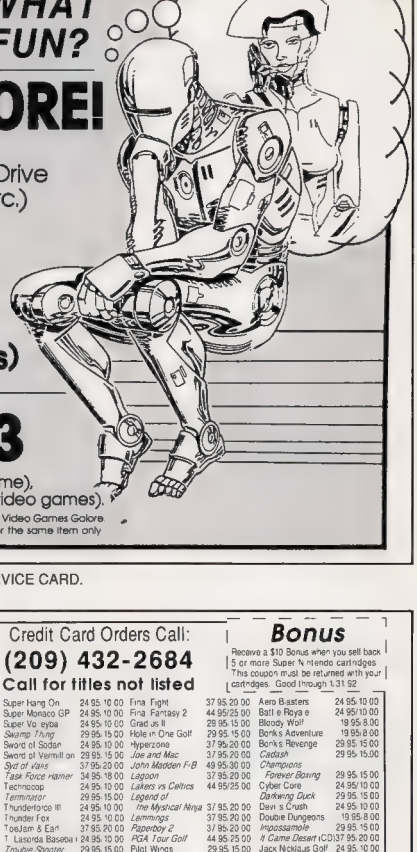
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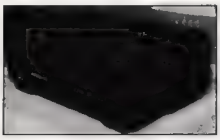
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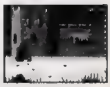
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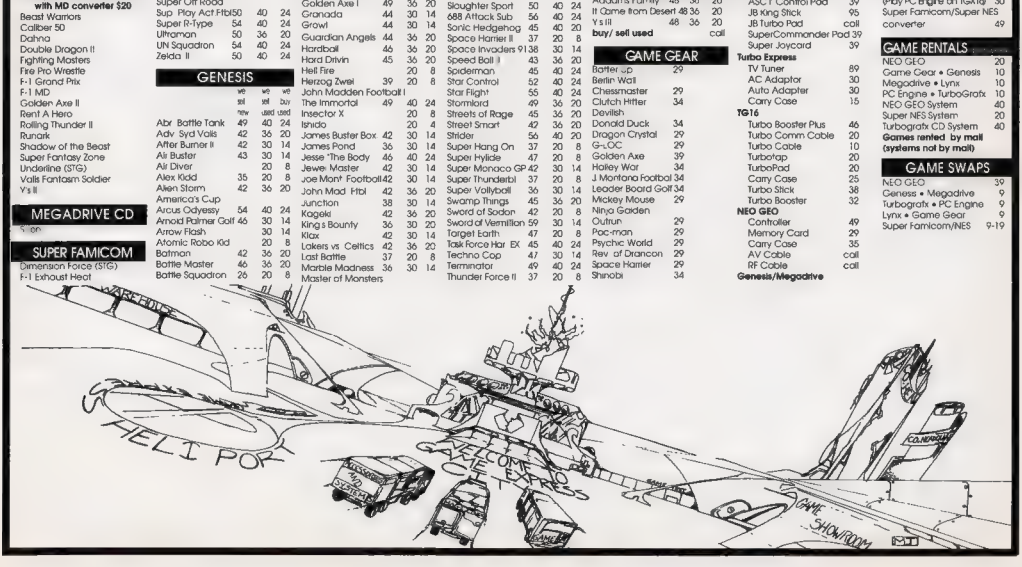
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Parasol Stars

All entries by Feb 15

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NINTENDO

Game	Score	Player
Abadox	655,350	Kelly McKenzie
Adventure Island 2	272,040	Edouard Charbonneau
Bad Dudes	999,999	Stephan Krogman
Batman	6,802,500	Jeff Arensmeyer
Burai Fighter	15,342,420	Kelly McKenzie
Contra	6,553,500	Josh Winter
Double Dragon	603,600	Chad Hisad
Double Dragon 2	9,999,990	Edouard Charbonneau
Godzilla	11,111,310	David Wright
Guerilla War	219,400	Stefan Zarzynski
Karnov	701,010	Edouard Charbonneau
Marble Madness	147,110	Jason Turka
Mega Man	9,999,900	Jeff Adkins
Metal Gear 2	Finished	Sergid Strugar
Paperboy	191,300	Glenn Stockwell
P.O.W.	311,500	David Wright
Rad Racer	62,403	David Wright
Rampage	42,999,963	Stephan Krogman
Road Blasters	999,999	Ralph Barbagallo
Rolling Thunder	179,350	Edouard Charbonneau
Sky Shark	1,043,570	Jeff Yonan
Star Soldier	6,090,000	Kelly Mckenzie
Super Mario Bros. 3	9,999,990	Sergio Stugar
Tetris	855,781	Gary Gold
TMNT	9,999,900	Chris Hoffman
Wizards and Warriors	999,999	Jeff Adkins

ARCADE

Game	Score	Player
1943	2,947,360	Brian Chapel
After Burner	68,588,000	November Kelly
Arkanoid	1,165,910	Stephan Krogman
APB	1,002,324	Greg Gibson
Diner(Pin)	89,220,000	Steve Ryno
Double Dragon	130,900	Brian Chapel
Hard Drivin'	529,800	Jerry Landers
Klax	3,205,000	Leong Su Chin
Out Run	49,050,270	Dan Lee
Robocop	2,240,600	Stephan Krogman
Smash TV	12,624,000(1 play)	Greg Gibson
Super Contra	10,640,310	Martin Alessi

SEGA

Game	Score	Player
After Burner	13,572,900	Christopher Sims
Altered Beast	234,400	Alex Stamos
Black Belt	999,900	Rob Siegmann
Double Dragon	627,000	Todd Feiler
Moonwalker	21,020	Vince Tennant
The Ninja	1,924,650	Vince Tennant
Pro Wrestling	996,400	Vince Tennant
Rampage	998,155	Christopher Sims
Rastan	31,139,300	Christopher Sims
R - Type	1,128,500	Brian Gaudreault
Shinobi	1,165,750	Todd Bustillo
Space Harrier 3 - D	35,257,970	Dan Lee

TURBO GENESIS

Game	Score	Player
After Burner 2	30,213,110	Dan Lee
Air Diver	78,023,000	Steve Swetz
Batman	933,600	Todd Bustillo
Gaiares	1,791,041	Jim Hakola
Ghouls & Ghosts	1,965,300	Towie MacPhearson
Last Battle	62,000	Alden Low
Moonwalker	3,365,400	Kin Yu
Phelios	2,513,640	Tony DeSilvey
Revenge of Shinobi	12,537,800	Steve Swetz
Shadow Dancer	1,114,100	Tony DeSilvey
Strider	327,550	Jason Walinske
Thunder Force 3	7,961,680	John Dekker

Game	Score	Player
Alien Crush	999,999,900	Barry Bowman
Blazing Lazers	99,999,999	Dale Scordino
Bloody Wolf	35,764,000	Rikky Graham
Bonk's Adventure	999,999	Chris Nygard
Cyber Core	9,999,900	Josh Winter
Galaga 90	1,504,140	Jeff Yonan
JJ & Jeff	10,175,650	Chris Camera
Legendary Axe	30,068,300	Ronald Winson
Monster Lair	561,090	Paul Cinker
Side Arms	6,396,400	Jim Hakola
Space Harrier	31,265,570	Jim Hakola
Splatterhouse	99,999,900	Chris Nygaard

Rules - All scores on Parasol Stars must be received by February 15, 1992. If maximum scores are reached, a drawing of all maximum scorers will be conducted to determine prize winners. All scores must be submitted on official Team entry forms an accompany a legible photo. Void where prohibited. Send SASE to High Scores, 1920 Highland Ave., Suite 222, Lombard, Il 60148 for an official entry form. One winner per household per year. Score rollovers will be treated the same as maximum scores. Decisions of the judges will be final. For up to the minute high scores call 1-708-916-6474.

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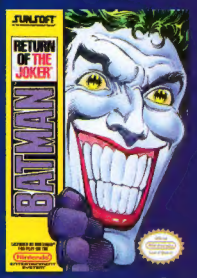






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